



Game Guide

1830

Railroads & Robber Barons™

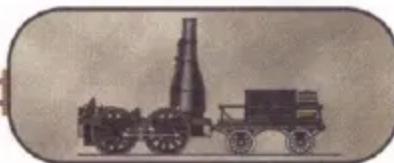


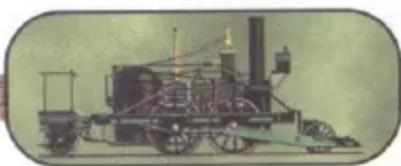


TABLE OF CONTENTS

1. INTRODUCTION.....	2
2. INITIAL OPTIONS.....	3
3. THE BARON GALLERY.....	4
Choosing a Baron	5
Personal and Corporate Money.....	5
The Bank	5
4. THE PRIVATE COMPANY	
BIDDING ROUND	6
The Purpose of Private Companies.....	7
The Bidding Round.....	8
Buying a Company	8
Placing a Bid on a Company	8
The Auction Block	9
5. THE STOCK ROUND	10
Screen Features.....	10
The Purpose of a Stock Round	11
How Does a Stock Round Work?	11
Which Baron Goes First? The "Priority" Bid	11
What Can I Do During My Turn?	12
Performing Actions.....	12
Buying Stock.....	12
Buying The President's Certificate	13
Setting the "Par" Value.....	13
Floating a Corporation.....	14
Buying Limit	14
Selling Stock	14
Buying and Selling Stock	15
Undoing an Action.....	16
Viewing Individual Baron Holdings	16
Viewing Current Game Information.....	16
Passing.....	18

Ending Your Turn	18
Stock Value and the Stock Market	18
Holding Stock (Your Limit).....	19
6. THE OPERATING ROUND.....	20
Game Map Key	21
Screen Buttons	22
The Purpose of an Operating Round.....	23
How Does An Operating Round Work?	24
Buying Private Companies.....	25
Laying Track.....	26
The Different Track Tiles	27
How Should Track Tiles Be Placed?	28
How Much Does It Cost To Place Track Tiles?	29
Laying Track is Optional.....	29
Placing Stations.....	29
How Much Does It Cost To Place a Station?	29
Collecting Revenue (Running Trains).....	30
What is a Train Route?	31
Train Route and Revenue Examples	33
The Amount Earned.....	35
Buying Trains.....	36
Buying Trains From the Bank	36
Buying Trains From Other Corporations	37
Setting a Price on Trains You Own.....	38
Placing Bids on Trains from Other	
Corporations	38
How Many Trains Can My Corporation Hold	
at One Time?	38
Forced Purchase of Trains.....	38
Ending The Turn	39
7. LOSING THE PRESIDENCY.....	39
8. ENDING THE GAME	40
9. CUSTOMIZING THE GAME	42
10. MULTI-PLAYER GAMES	45
11. GLOSSARY	46
12. PLAY EXAMPLE	49
HISTORY	27, 30, 31, 35, 41, 48, 58, 59, 60





Introduction

1830

1. INTRODUCTION

Thank you for purchasing *1830*. Please take a moment to fill out and send in the game's registration card. This will ensure that you receive timely updates and product information.

So, what have you just purchased? *1830* is a railroad game set in the northeastern United States and southern Canada. You assume the identity of a railroad "Baron" and act as "President" of one or more Railroad Corporations. Your goal is to earn money. Money is earned mainly through owning shares of stock in the eight Railroad Corporations. Stock shares make money in two ways—they can provide ready cash via dividend payments, and they can increase in value. If you're the single largest stockholder in a Railroad Corporation, you become its President and operate its railroad, ideally, but not necessarily, for the benefit of all stockholders. The game ends when either:

1. A Baron goes bankrupt; or
2. The Bank runs out of money.

The winner is the wealthiest Baron at game end. Your wealth is made up of your Personal Money and stock certificates at the current market values. Railroad Corporation assets, whether cash or trains, aren't counted in the total.

If you've played the *1830* boardgame, you already understand these concepts. Never fear! The play objectives in this "electronic" version of the game are basically the same. The beauty here, however, is that the computer records your assets, leaving you the luxury to concentrate on strategy. If you haven't played the boardgame, don't worry. This Game Guide will quickly bring you up to speed.

Read the Loading Instructions: Please read the **LOADING INSTRUCTIONS** to install the game to your hard drive.

Read the Quick Start Instructions: The Quick Start instructions cover the "basics" of the game. Please read it carefully before starting. Afterwards, you may begin play. However, we recommend that you read this Game Guide thoroughly. The "trial and error" play strategy in *1830* may leave you struggling for a long time.

Review the Player Aid Poster: The poster provided with the game is a reference tool that you may use when playing *1830*. Please review it carefully.

NOTE TO 1830 BOARDGAME PLAYERS

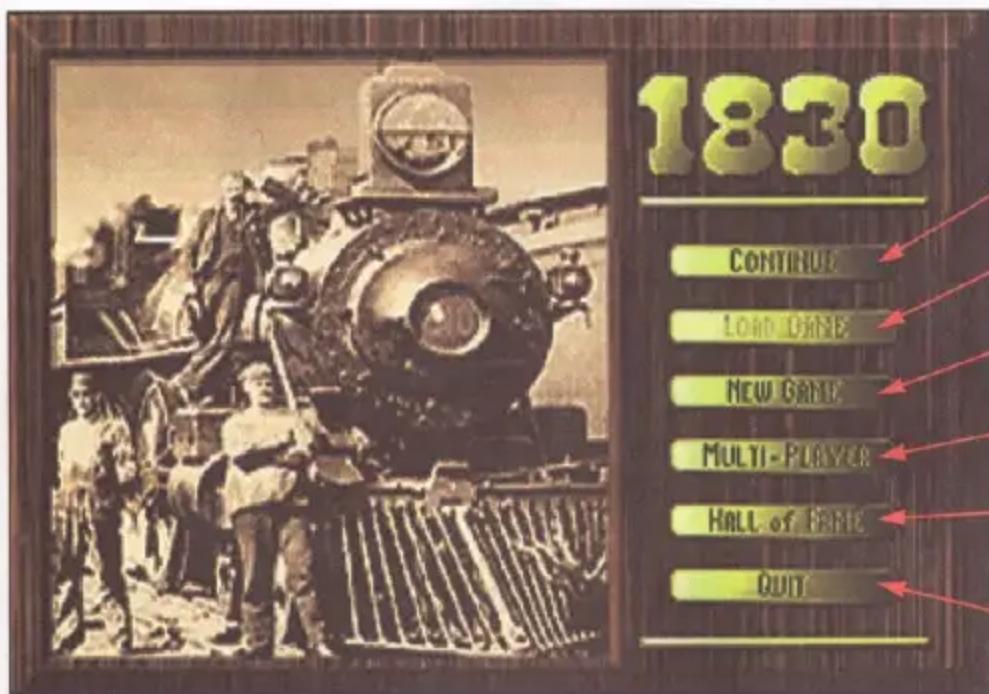
This electronic version of *1830* plays very close to the boardgame. However, you will notice a few differences:

- All bid increases on Private Companies *must* be in \$5 increments.
- You may not bid twice for the same Private Company.
- Private Companies cannot be sold to other Barons during the Operating Round. Only Railroad Corporations may purchase Private Companies.
- The Mohawk & Hudson special ability can only be used during the owner's Turn of a Stock Round.
- The computer will remove the lowest train type to cover a train holding limit change; you may not choose which train is removed.



2. INITIAL OPTIONS (INITIAL OPTIONS SCREEN)

Like most computer games, 1830 begins with an Initial Options Screen. Here, you'll select one of the six options to the right of the train. Those options currently available will be highlighted. Those options not available appear faded.



Continue: Click here to continue a game you're currently playing.

Load Game: Click here to continue playing a saved game.

New Game: Click here to begin a new game.

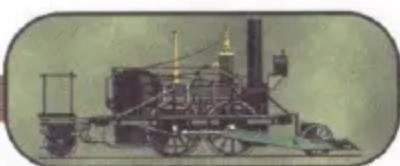
Multi-Player: Click here if there will be more than one human player.

Hall of Fame: Click here to see a list of the highest scores obtained in the game to date.

Quit: Click here to end the game and return to DOS.

Picture of Engine Number 210 of the old Colony Railroad. The crew poses for a photographer at Taunton, Massachusetts in 1884.

Clicking once on the **NEW GAME** button opens the Baron Gallery.



Baron Gallery

1830

3. THE BARON GALLERY

The Baron Gallery shows the eight different Barons in *1830*. One of them will represent you during play. At the bottom of the screen are four buttons (three play level buttons and the **CANCEL** button). Before selecting a Baron, set the play level, number of opponents, and custom options.



Play Level: Click repeatedly on this button to select the game difficulty level (EASY, AVERAGE, HARD, or HARDEST). The difficulty level represents how tough the computer opponents will be (i.e., it improves their skill level). The mechanics of the game don't change except at the EASY level, where the "Unlimited Tiles" custom option is automatically selected. Until you are familiar with *1830*, we recommend you play at the EASY level.

Number of Opponents: Click repeatedly on this button to select the number of computer opponents you want to play against. You may choose up to five opponents. The number of Barons in the game determines your initial starting money (i.e., Personal Money) and how many stock certificates you may hold at one time. (See Sections 4 and 5 for more details.)

Cancel: Click this button to return to the Initial Options Screen.

Custom Options: Click this button and the Custom Game Options screen will appear. You may choose all, some, or none of these options to adjust the game play to your liking. To choose an option, click once on its bar. The name of the option will be highlighted in yellow. (See Section 9 for details about each custom option.)



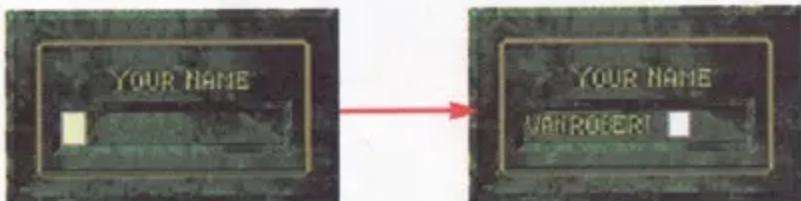
CHOOSING A BARON

Ah, look at them! Ames, Gould, Vanderbilt, Westinghouse. Some of the greatest rail barons in history. Which one of these proud men best represents you? Look them over carefully. Who has beady eyes? Who has the strongest chin? When you've decided on your vicarious counterpart, click once on his portrait and a box will appear:



At this point, you have three options:

1. Leave the name alone and press **ENTER**, or
2. **BACKSPACE** over the name, type in your name, and then press **ENTER**, or
3. Press **ESC** to cancel the selection of a Baron and select another portrait.



The Baron you select will represent you during play. The game now shifts to the Private Company Bidding Round.

PERSONAL AND CORPORATE MONEY

1830 is a money game. Money (both Personal and Corporate) is your lifeline. Therefore, it's important to note the difference between the two.

Personal Money (or FUNDS) is the money a Baron uses to purchase Companies and stock certificates. At the beginning of the game, you will receive an amount of Personal Money (which is removed from the Bank—see below) based on the number of Barons in play. The amount is shown below:

# of Barons	Personal Money at Start
2	\$1,200
3	\$800
4	\$600
5	\$480
6	\$400

Corporate Money (or Treasury) is the money a Railroad Corporation receives as soon as it begins operating. The amount is equal to ten times the Par Value of its stock. Corporate Money is used to operate the Corporation (buy trains, lay track, place stations).

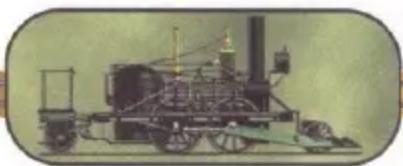
Personal and Corporate Money will rarely overlap. See "Forced Purchase of Trains" (Section 6) for more details on when they can.

THE BANK

The "Bank" represents the total cash available in the game. A standard game of 1830 begins with \$12,000 in the Bank. Two custom game features (found on the "Custom Game Options" screen) alter the Bank's starting amount:

Extended Game: \$20,000
Short Game: \$4,500

During play, money is taken out of the Bank whenever a Corporation is "floated" or earns revenues, and money is put back into the Bank whenever a Corporation or Baron spends money. If the Bank's money ever reaches zero, the game ends. (See Section 8 for details.)



Private Company Bidding Round

1830

4. THE PRIVATE COMPANY BIDDING ROUND

1830 officially begins with the buying of Private Companies.

Baron Portraits: These are the Barons in play. This Baron is the first in line. He will start the buying and bidding. The order (left to right) in which the Barons are displayed is chosen randomly by the computer. This order, however, is represented on the Stock Screen from top-to-bottom (i.e., the first Baron here will be the top-most Baron on the Stock Screen—see Section 5.)

The left-most numbers are the current bids offered by the Baron—one number for each bid listed top to bottom starting with the Champlain & St. Lawrence. These numbers will appear by pressing “B” on your computer keyboard.

The number on the right is the current funds total of the Baron. This number will fluctuate as new bids are placed and Companies are bought. Money used to bid on a Company cannot be used until ownership of that Company is resolved on the Auction Block.

Private Companies: These are the Companies.

The number on the left (\$20, \$40, etc.) is the list price of that Company. The “star” symbol next to this number means the Company has received a bid.

The “Revenue” number (\$5, \$10, etc.) is the amount the Company will earn at the beginning of each Operating Round for its owner. This is a set amount and will not be affected by the stock market.



A silver border appears around your portrait when it's your Turn.

Baron Action Bar:
Messages will appear here describing what the Baron has done.

Click this button to view the current bids and/or acquired Companies of all Barons.

Click this button to view information about each Company.

Click this button to view the game map. Instead of buying or bidding, click here to pass.



THE PURPOSE OF PRIVATE COMPANIES

The Private Companies represent your initial holdings before you decided to invest in the Railroad Corporations. Historically, they were the precursors to the major Railroad Corporations. For awhile, they will operate side by side with the Corporations. But, as soon as the first 5-Train is purchased (see Section 6), all Companies still operating will close. Your goal, then, is to acquire those Companies that best fit within your particular strategy. For example, if you're interested in controlling the Pennsylvania Railroad (PRR), you will want to try to acquire the Camden & Amboy Private Company.

Companies pay a fixed revenue to their owner at the beginning of each Operating Round. A Company also gives its owner benefits in the game. During your Turn of a bidding Round, you may review the Companies by clicking the **COMPANIES** button. This screen will appear:

Schuylkill Valley \$500 Revenue	UNOWNED	
Champlain & St. Lawrence \$500 Revenue	UNOWNED	OWNING CORPORATION GETS ONE EXTRA TRACK PLACEMENT ON C&SL HEX.
Delaware & Hudson \$500 Revenue	UNOWNED	OWNING CORPORATION MAY PLACE TRAIN AND A FREE RAILHEAVY ON DH HEX.
Hudson & Hudson \$500 Revenue	UNOWNED	OWNER MAY EXCHANGE M&H FOR A SHARE OF NYC, CLOSING THE M&HND.
Camden & Amboy \$500 Revenue	UNOWNED	INITIAL PURCHASER RECEIVES A SHARE OF PRR.
Baltimore & Ohio \$500 Revenue	UNOWNED	INITIAL PURCHASER RECEIVES PRESIDENT'S CERTIFICATE OF B&O. CLOSED UPON B&O'S FIRST TRAIN PURCHASE.

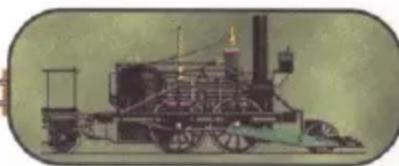
Besides reviewing the Companies, you may also look at the game map by clicking the **MAP** button. This screen will appear:



And finally, you may view all the current bids placed and/or Companies acquired by clicking the **HOLDINGS** button. This screen will appear:

 GOULD \$375 BID ON M&H BID ON B&O	 FISK \$465 BID ON M&H
 RHES \$200 BID ON M&H BID ON C&SL BOUGHT SV BOUGHT C&SL	 WESTINGHOUSE \$370 BID ON C&SL BOUGHT SV BOUGHT C&SL

After reviewing this information, return to the bidding Round by clicking once on the left mouse button or pressing **ENTER**.



THE BIDDING ROUND

The procedure for buying and/or bidding on Companies is simple. You'll notice that the Companies are listed in order (top to bottom) by initial list price and revenue. This is important, because it shows which Companies are more valuable than others, which Companies can be bought outright during the Round, and which are available for bid only.

The bidding Round is divided into several Rotations. One Rotation is completed when each Baron (upper-left to bottom-right) has a Turn. For example, if Vanderbilt is the first Baron in the line, he starts the bidding Round and the first Rotation. If Gould is the last Baron in the line, he ends the Rotation with his Turn. Another Rotation will then begin again with Vanderbilt.

A bidding Rotation begins with the first Baron in the line either:

1. buying the top-most Company, or
2. bidding on a Company below it, or
3. **PASSing.**

After his Turn, the Round continues with the next Baron and so on until all Barons have had a chance to buy, bid, or pass. This procedure is continued until all Companies are acquired or all Barons have passed.

BUYING A COMPANY

The Company currently on the top of the row (at any given time during the Round) can be purchased immediately without allowing the other Barons to bid on it. For example, the first Baron who chooses Schuylkill Valley will buy it immediately at face value (\$20). *Bids are never placed on the SV.* The Champlain & St. Lawrence now becomes the top-most

Company; it may be purchased immediately without further bids by the next Baron in the line. *The top-most Company is the only one that can be purchased outright.*

When it's your Turn in the Rotation, If you want to buy the top-most Company, move the mouse arrow over it and click once. The Company is now yours at its face value.

PLACING A BID ON A COMPANY

As stated above, only the top-most Company can be bought outright. The rest can only receive bids. If a Baron bids on a Company, a line stating the bid amount will appear in the Baron Action Bar. The bid amount will always be \$5 above the Company's list price or the current bid price (whichever is higher).

Schuylkill Valley
\$20 REVENUE \$5

The bidding procedure for Schuylkill Valley is different. If the SV wasn't bought in the first Bidding Round, another Round begins with the SV being offered for \$5 less than its list price (i.e., \$15). A *new bidding "Round"* begins when every Baron passes in succession. This process continues in \$5 decrements until SV is bought. If the SV price is reduced to \$0, the first Baron offered it must buy it free of charge (which counts as that Baron's Action).

If any other Company fails to find a buyer in the first Bidding Round, another Round begins (see above) with those Companies owned giving their owners revenue. For example, if Schuylkill Valley was acquired and then all Barons **PASS** in succession, another Round begins with the owner of SV receiving \$5. This continues until all Companies are acquired.



When it's your Turn in the Rotation:

- Move the mouse arrow over the Company you're bidding on and click once. An amount \$5 above the Company's list price (or the current bid) will appear on the left side of your portrait in the proper position. *That money is now tied up and cannot be used to bid on other Companies.*
- If you're the only one who bids on that Company, you will acquire it. If another Baron has already bid on that Company or bids on it afterwards, the bidding war will continue on the Auction Block as soon as *that Company becomes the top-most Company* (see below).

IMPORTANT

You may only place one bid on the same Company. If you try to bid on the Company again, the computer won't allow it. You may bid on *another* Company, but not the same one. Once a Company receives two or more bids, its ownership will be resolved on the Auction Block. Thus, when a top-most Company is purchased, this could set off a chain reaction with all or some of the Companies below it being immediately acquired on the Auction Block.

THE AUCTION BLOCK

A bidding Round can become quite active. As soon as a Company (which has received multiple bids) becomes the top-most Company, the bidding moves to the Auction Block and its ownership will be determined immediately. If you're one of the Barons who placed a bid on the Company, you now have to opportunity to bid on it again.



When the auctioneer asks "Do I Hear..." and your portrait is bordered in silver, you may bid for that Company. You may:

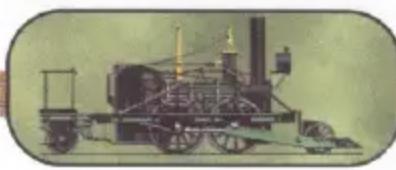
- Click once on the **BID** button to place a bid at the current asking price, or
- Increase the bid by \$5 increments by clicking on the **RAISE** button, or
- **PASS**

IMPORTANT

During the Auction, you may only bid for those Companies you had bid on previously.

The **LOWER** button: You may click this button to remove a "raise" you've just made.

The bidding for Companies will go back and forth between the regular bidding screen and the Auction Block until all Companies are acquired. The game then continues with the first Stock Round.

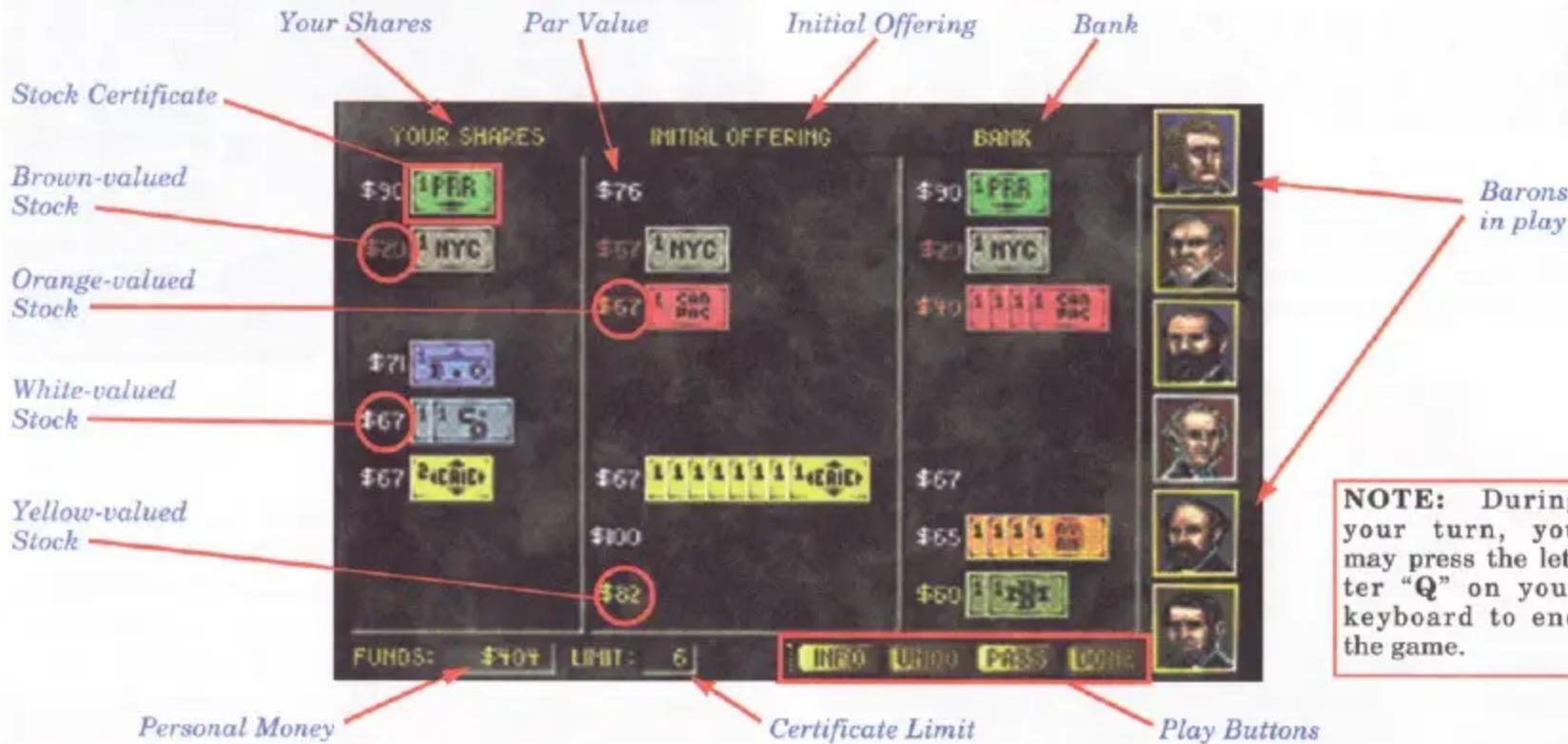


Stock Round

1830

5. THE STOCK ROUND (STOCK SCREEN)

Once all Companies are bought, the first Stock Round begins.



SCREEN FEATURES

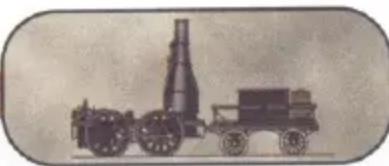
Your Shares: The stock certificates you currently hold are displayed here.

Initial Offering: Stock certificates yet to be bought are displayed here. Each Railroad Corporation has ten shares of stock: eight 10% certificates and one 20% President's Certificate (equalling 100% of the Corporation). The first certificate bought *must* be the 20% President's Certificate. A Railroad Corporation may start operating once six shares (60%) have been

sold. Stock which has been sold back to the Bank doesn't prevent a Corporation from operating.

Par Value: This is the amount each share of stock will cost when purchased from the Initial Offering. The Baron buying the President's Certificate will set the Par Value.

Bank: The stock certificates sold back to the Bank are displayed here. During the first Stock Round, stock certificates cannot be sold.



Barons in Play: The Barons in the game are displayed on the right of the screen. (They're displayed top-to-bottom in the same order as they were displayed left-to-right on the Private Company Bidding Screen). During your Turn, you may click on their portraits to view their current stock and Company holdings. After each Baron takes his Turn, his portrait border turns gold to show that he's finished. If he has passed, the word "PASS" will appear.

INFO, UNDO, PASS, and DONE Buttons: During your Turn, one or more of these buttons will be highlighted, indicating that you may choose that option. Those buttons faded back cannot be chosen.

Limit: This number represents the amount of stock certificates and Private Companies (combined) you may hold during the game. As you buy and sell stock (and as Private Companies are sold or closed), this number goes up or down respectively. Only those stock certificates with "white-colored" values count against this total. (See "Stock Value and the Stock Market" for more details.)

Funds: This is your current Personal Money. Every time you buy or sell stock, this amount goes up or down respectively. *This money is not Corporate Money.*

THE PURPOSE OF A STOCK ROUND

Stock Rounds allow you to invest in the stock market. Your goal here is to buy and sell stock in an attempt to earn more money than your opponents. Another goal is to buy enough stock in one Corporation to become its President. By becoming its President, you conduct its business (i.e., lay track, buy trains, place stations, etc.). By conducting its business, you earn money for yourself and for the Corpo-

ration. However, it's not enough to just own stock in the Corporation you control. To earn real money, you must invest in *other* Corporations, even if this means making the competition stronger. It's tricky, and continued play will make you aware of the subtleties of when to buy, when to sell, and when to just sit back and wait.

Stock certificates are bought with Personal Money (i.e., FUNDS). When you buy, your funds go down; when you sell, your funds go up. Your purchase power is limited to your total funds at any given time. You can't buy stock on credit. The amount of certificates you can hold at one time is based on the number of Barons in play. (See "Holding Stock" for more details.)

HOW DOES A STOCK ROUND WORK?

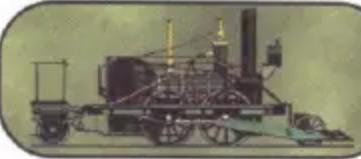
A Stock Round is divided into several Rotations. A Rotation is one complete Turn of all the Barons in play. So, if there are four Barons, one Rotation will be completed when each Baron has taken one Turn. As a Baron takes his Turn, his portrait border turns silver. When finished, the next Baron in the Rotation will take his Turn and so on until all Barons have taken a Turn, thus completing one Rotation.

WHICH BARON GOES FIRST? THE "PRIORITY" BID.

The first Baron to begin a Stock Round will be the Baron *directly after* the Baron who performed the *last* Action in the previous Stock Round. (This includes the last Baron to buy or bid on a Company during the Private Company Bidding Round—the Baron immediately after him will start the first Stock Round.) An "Action" is defined as either buying or selling stock.

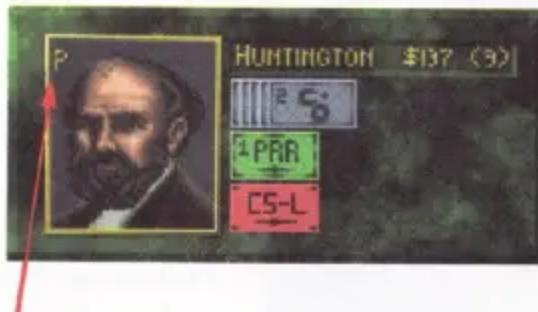
Stock Round

1830



PASS, **UNDO**, or viewing game information is not considered an “Action” for this purpose. So, if you were the last Baron to buy or sell during a Stock Round (or the last Baron to buy or bid on a Private Company), the Baron directly *after you* will open the next Stock Round. [EXCEPTION: If all Barons **PASS** consecutively in one Rotation (thus ending the Round), the “Priority” bid stays with the same Baron for the next Stock Round.]

To see which Baron has the “Priority” Bid, click on the portraits. The Baron with a “P” in the upper left hand corner has the “Priority” Bid.



The “P” means this Baron has the Priority Bid.

WHAT CAN I DO DURING MY TURN?

When it's your Turn in a Rotation, you may:

- Buy stock (an Action).
- Sell stock (an Action).
- Buy and sell stock (an Action).
- **UNDO** a purchase or sale.
- View “individual” Baron holdings.
- View current game information.
- **PASS**.

PERFORMING ACTIONS

To help determine the various numbers of Rotations and Turns in a Stock Round, the first three bulleted items above have been classified as Actions. Actions are important as they determine which Baron will hold the “Priority” Bid in the next Stock Round. This “Priority” bid is based on who performed the last “Action” in the Round.

So, when you buy, sell, or buy and sell stock, you are performing an Action. Every time you perform an Action, you are guaranteed at least one more Turn during the Stock Round.

BUYING STOCK

Buying stock is important. If you don't hold stock, you can't earn money. To buy stock, move the mouse arrow over the certificate you want and click once:



If you're able to buy a share of this stock, the certificate will move over to YOUR SHARES.



You now own this stock certificate and your FUND\$ will be decreased to reflect the purchase.



Buying the President's Certificate



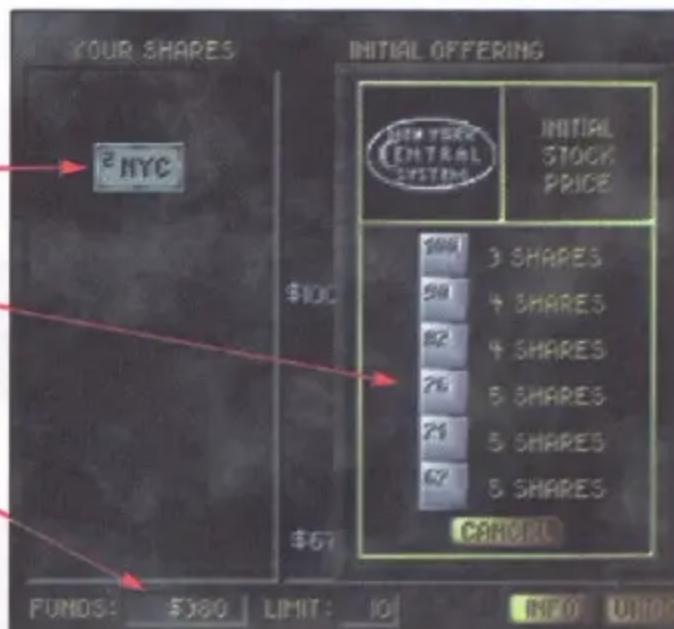
The President's Certificate is the first certificate that must be purchased from a Corporation. This certificate represents a 20% share of that Corporation. To become President of a Corporation, you must own this certificate and hold more stock in that Corporation than any other Baron.

Setting the "Par" Value

When you buy the President's Certificate (or when the owner of the B&O Private Company takes possession of the B&O President's Certificate), the computer asks you to set the per share price for that stock. The



Example: In a bid to try and control the New York Central, Vanderbilt buys the President's Certificate. Immediately, the computer asks him to set the Par Value. He sets the price at \$76. With a current cash total of \$380, he'd be able to buy five shares of NYC (the President's 20% Certificate plus three 10% certificates). If he had set the Par Value at \$100, he'd be able to buy three shares.



Stock Round



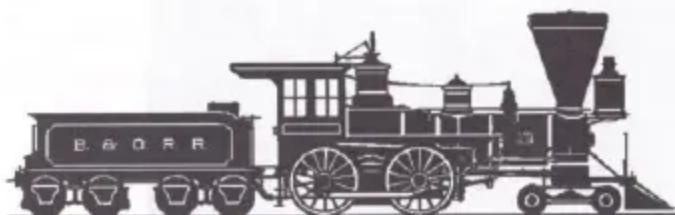
Floating a Corporation



Once five stock certificates (equal to six shares [60%]) of a Corporation have been sold, the Corporation is "floated" and will begin operating in the next Operating Round. If you hold the President's Certificate and more shares of that stock than any other Baron when the Corporation is floated, you become its President. As soon as a Corporation is floated, the computer will announce it and money equal to ten times the Par Value will be given to the Corporation. *This money is Corporate Money and is kept separate from your Personal Money.*

Buying Limit

Normally, you can buy only one stock certificate during your Turn in a Rotation. There are, however, exceptions when buying stock from the Bank. Once you've purchased a certificate, click **DONE** and the other Barons will have the opportunity to buy and sell stock. Your Turn will occur again in the Round.



William Mason (1856)

IMPORTANT

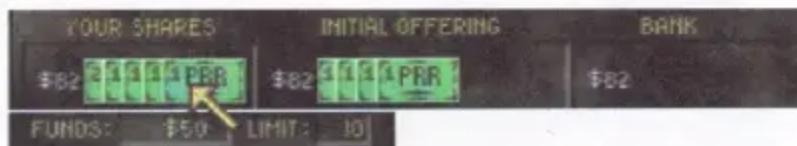
During a Stock Round, the computer will make various announcements (like showing who buys the President's Certificate or who "floats" a Corporation). When this occurs, simply press **ENTER** or click the left mouse button to continue.

SELLING STOCK

During your Turn of a Rotation, you may sell stock. Normally, you may sell any number of certificates. There are, however, a few exceptions to this:

1. No stock may be sold during the first Stock Round of the game.
2. No further stock in a Corporation may be sold if the Bank already holds 50% of its shares. (See "Stock in the Brown Zone" for the exception.)
3. The President's Certificate may not be sold to the Bank. It may only be removed under the conditions discussed in Section 7.

To sell stock, move the mouse arrow over the certificate and click once.



The certificate will move over to the Bank.



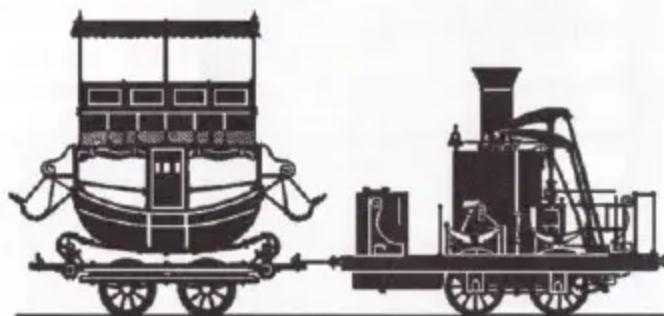


Immediately, you will receive the sales cost equal to the *current* stock market value of the stock.

Notice, however, that the value of the stock in the example above decreased by \$6 once it reached the Bank. *This represents the decrease of the stock's value from the sale.* This price will not be activated until the end of your Turn, which means that you will receive the sales cost currently displayed in your holdings area (YOUR SHARES) for each certificate you sell during the Turn. The decrease won't always be \$6; it's based on where the Corporation's token is currently positioned on the stock market. (See "Stock Value and the Stock Market" for more details.)

IMPORTANT

Once you sell stock in a Corporation, you can't buy that stock later in the same Turn or Round.



Atlantic (1832)

BUYING AND SELLING STOCK

During your Turn, you may both buy and sell stock. There are various combinations of buying and selling you can perform. Here's a listing of the various buy/sell Actions you may (and may not) perform during your Turn.

You MAY:

- buy one certificate from the Initial Offering.
- buy one certificate from the Bank.
- buy one certificate from either the Initial Offering or the Bank and sell it back immediately (except on the first Round).
- buy multiple certificates from the Bank if the stock's value is brown.
- sell any number of certificates (see exceptions under "Selling Stock").
- sell certificates, buy others, and sell more.

You MAY NOT:

- buy, sell, and then buy again from the same stock during the same Round (i.e., you can't buy one certificate from B&O, sell it in the same Turn, then buy it again later).
- buy more than one certificate from the Initial Offering.
- buy stock in a Corporation whose certificates you've just sold to the Bank. In short, if you've sold it, you can't buy it back in the same Round.



Stock Round

1830

IMPORTANT

During a Stock Round, it's easy to forget what you've bought and sold. The Rotations move quickly. Don't worry! 1830 has a number of protective features that keep you from performing Actions illegally. If you try to make an illegal purchase or sale, the computer won't allow it.

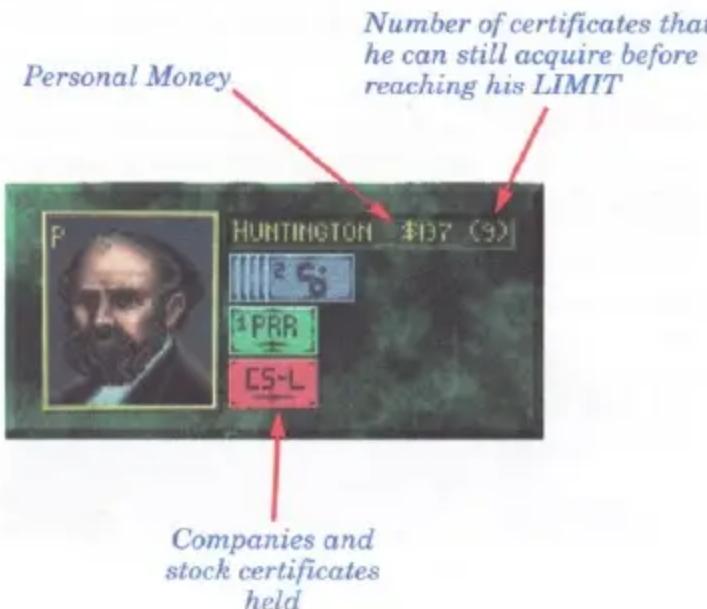
UNDOING AN ACTION



You may immediately take back an Action by clicking the **UNDO** button.

VIEWING INDIVIDUAL BARON HOLDINGS

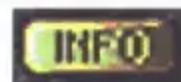
At any time during your Turn, you may click on a Baron's portrait to view his personal holdings.



VIEWING CURRENT GAME INFORMATION

At any time during your Turn of a Rotation, you may click the **INFO** button at the bottom of the screen to view various game reports. The "Information" Menu will appear. The screen appearing when you click on the respective button is shown on the following page.

click the Info button...



...and this window will appear.



This shows the current amount of money in the Bank. If this number reaches zero, the game ends.



Remaining Tracks: Click this button to view the track tiles still available in the game. (See “Laying Track”—Section 6—for more details.)



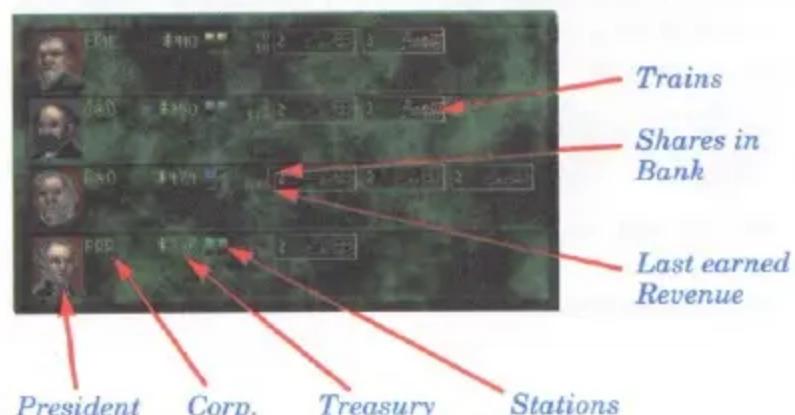
Player Holdings: Click this button to view all Baron holdings at one time. The Baron holding the “Priority” bid will be indicated.



Private Companies: Click this button to view the Private Companies, their ownership, and current open/closed status.



Corporations: Click this button to view which Railroad Corporations are afloat, who controls them, their treasury amounts, number of stations remaining to be placed on the map (called tokens), number of shares in the Bank, last earned revenue, and trains.



Stock Market: Click this button to view the current market values of all stock with a Par Value. (See “Stock Value and the Stock Market” for more details.)



Map: Click this button to view the current condition of the game map.



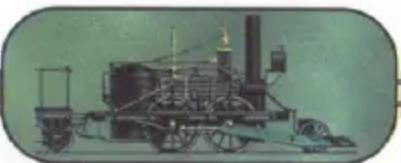
History: Click this button to view the financial history of all “floated” Corporations. The information displayed shows the current market values plus the last earned revenue per share.

This information is basically a rough idea of the current overall “value” of the Corporation. To view a Corporation’s individual holdings, click on its name. Once in this screen, you may also access Baron information by clicking the **PLAYERS** button. The information displayed is the total worth of each Baron (cash + the market value of all stock certificates and Private Companies owned). To view a Baron’s personal holdings, click on his name. *This info is updated at the beginning of each Round.*

Trains: Click this button to view the trains, their ownership and status. If a train doesn’t have a Corporation name in its location or “obsolete,” it’s still available from the Bank. Trains that haven’t appeared yet are wood colored.



Stock Round



PASSING



Instead of performing an Action during your Turn, you may **PASS**. The Stock Round will either continue with the next Baron or end.

ENDING YOUR TURN



When you're finished, click **DONE**. The Stock Round will either continue with the next Baron or end.

STOCK VALUE AND THE STOCK MARKET (THE STOCK MARKET SCREEN)

As stock certificates are sold, stock values go down. As "dividends" are paid (during an Operating Round), stock values go up. *Buying stock doesn't affect its market value.* During the Stock Round, it's important to watch the fluctuation of stock value carefully. New stock is always purchased from the Initial Offering at the Par Value, but all stock transactions dealing with previously sold shares (those in the Bank) take place at the value indicated on the Stock Market. During the Stock Round, a stock's value will change as follows:



The Stock Market Screen shows the current stock value of all Corporations with a Par Value. This box lists the Corporations, their current position on the screen (PRICE), Par Value, last earned revenue, and Treasury (Corporate Money).

1. At the end of a Stock Round, if there's no stock for a particular Corporation remaining in either the Initial Offering or the Bank (i.e., 100% in Baron hands), its token is moved upwards one line (unless already on the top line).

2. Every time a Corporation pays a dividend (see Section 6), the token is moved one space to the right. (If the token has already reached the end of a track, it will move up one line instead.) In this way, all stock can theoretically reach a value of \$350.

3. If the Corporation is operating and no dividend is paid, the token is moved one space to the left unless the end of the track prevents this, in which case the token is moved one space downward.



 4. The stock token will move downwards (i.e., towards the bottom of the chart) one line for each 10% of stock sold into the Bank. Once the token reaches the bottom line of a track, it won't move further. (The token will only move straight downwards; it won't move sideways to reach a lower line.)

 5. When a token is moved on the Stock Market to show a change in a share's price and it enters a square already containing one or more tokens of other Corporations, the moving token is always placed on the bottom.

6. If less than six shares have been sold, the Corporation is not yet capable of operating. Under these conditions, the token will not be moved on the Stock Market except downwards as the result of stock sold to the Bank.

HOLDING STOCK (YOUR LIMIT)

Ordinarily, you may hold no more than five certificates in the same Corporation. The maximum number of certificates you may hold altogether (stock certificates and Companies) is based on the number of Barons in play:

CERTIFICATE LIMITS*

# of Barons	2	3	4	5	6
Max. # of Certificates (each):	28	20	16	13	11

* When the Reading Railroad is in play, the certificate limit is increased by one. See Section 9.

There are, however, exceptions to this rule:

Stock in the White Zone: Stock whose value is in the white zone is considered healthy stock. Stock certificates with white printed values count against the LIMIT of certificates held. While a stock value is white, you may hold *only* five certificates from that Corporation.



Stock in the Yellow Zone: Stock whose value has descended into the yellow zone does not count against your LIMIT of total certificates held, but you may still hold *only* five certificates from that Corporation.

Stock in the Orange Zone: Stock whose value has descended into the orange zone may be held without limit.

Stock in the Brown Zone: Stock whose value has descended into the brown zone may be held without limit, and may be bought in any available quantity during the same Turn from the Bank.

After the Stock Round is completed, the game moves to the Operating Round.



Operating Round

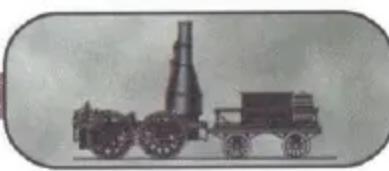
1830

6. THE OPERATING ROUND (OPERATING SCREEN)

After a Stock Round, the game will move to the Operating Round. This is where—as President—you will run your Corporations.

NOTE: The example below is an Operating Screen in the later stages of a game.





GAME MAP KEY



The **yellow** numbers are the revenue values of the cities. These values may change during a game as city tiles are upgraded.



The **red** numbers are the costs the Corporation must spend to place track tiles in those hexes.



The cities represent the beginning and end of a length of track. A large city may hold a station; a small city may not.



These hexes represent pre-existing track. Track tiles may not be placed on gray hexes.



Clear hexes represent normal terrain. Track tiles may be placed on clear hexes free of charge.



Mountain hexes represent difficult terrain. The first track tiles may be placed in these hexes at the cost shown.



Water hexes aren't usable in the game, save those places where a red number appears. The first track tiles may be placed in those hexes at the cost shown.



The **yellow** track tiles are the first that can be placed on the map. Most of these tiles can be upgraded to green tiles. (See "Laying Track" in this Section for details.)



The **green** track tiles are the upgrades of yellow tiles. They are available when the first 3-Train is purchased. These tiles can be upgraded to brown tiles. (See "Laying Track" and "Buying Trains" in this Section for details.)



The **brown** track tiles are the upgrades of green tiles. They become available when the first 5-Train is purchased. (See "Laying Track" and "Buying Trains" in this Section for details.)



These color-coded cities represent the stations of each Corporation. At the beginning of play, each Corporation begins with one station on the map. This is the Corporation's "Base" city. Throughout the game, you'll have the opportunity to place other stations when your rail lines run through large city hexes. (See "Placing Stations" in this Section for details.)



These hexes represent routes leading to provinces or areas off the game map. The number on the hex is its revenue value; these numbers are increased when the first 5-Train is purchased. (See "Buying Trains" in this Section for details.)



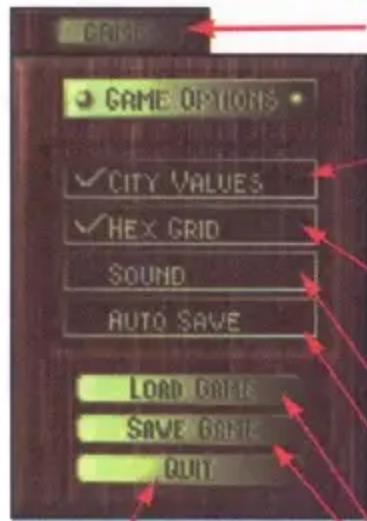
The boundary lines mark impassable hexsides of gray hexes and hexsides completely enclosed in water. Track tiles cannot be placed with track entering an impassable hexside.



Operating Round

1830

SCREEN BUTTONS



Click this button and the “Game Options” menu will appear.

City Values: Click this button to turn the operating revenues (in **yellow**) and the track tile placement costs (in **red**) on or off. The yellow numbers represent the amount of money your Corporation earns when one of its trains is “Routed” through or into that city. The red number is the amount your Corporation must spend to lay track in that hex (See “Laying Track” in this Section for more details).

Hex Grid: Click this button turn the superimposed hex-grid (which covers the game map) on or off. The colors of the individual hexes are important, and will change as different track tiles are placed on the game map. (See “Laying Track” in this Section for more details.)

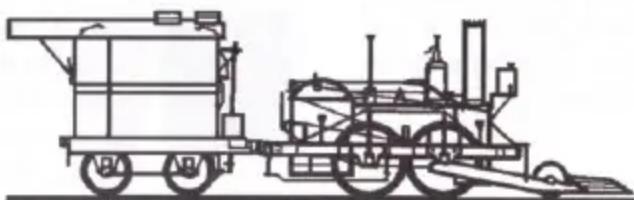
(The first game of 1830 begins with these features already turned on.)

Sound: Click this button to turn the game sound/music on or off.

Auto Save: Click this button to have the computer automatically save the game as you play.

Load and Save Game: Click these buttons to either “Load” a currently saved game, or to “Save” the game you’re currently playing.

- To “Load” a saved game, click on its name. The game automatically begins.
- To “Save” a game, click on an empty space on the chart and type in a name for the game. You may have up to eight different games saved at one time, and you may even “overwrite” a saved game by clicking its name and then pressing **ENTER**. When you’re finished titling a game, press **ENTER**.



John Bull (1831)



Click this button and the “Information” menu will appear.

Round: Shows the current Operating Round.

Bank: Shows the amount of money currently in the Bank. The game ends if this number is ever reduced to zero.

Funds: Shows your Personal Money total. *This amount is separate from Corporate Money.*

Remaining Tracks: Click this button to view the track tiles still available in the game. (See “Laying Track” in this Section for more details.)

Player Holdings: Click this button to view all current Baron holdings in the game. *The Baron with “Priority” on his portrait will start the next Stock Round.*

Private Companies: Click this button to view the current status of all Companies.

Corporations: Click this button to view which Corporations are afloat, who controls them, their treasury amounts, number of stations remaining to be placed on the map (called “tokens”), number of shares in the Bank, last earned revenue, and trains.

HISTORY

Click this button to view the financial history of all “floated” Corporations.

The information displayed shows the current market values plus the last earned revenue per share of each Corporation. *To view a Corporation’s individual holdings, click on its name.* Once in this screen, you may also access Baron information by clicking on the **PLAYERS** button. The information displayed is the total worth of each Baron (cash + the market value of all stock certificates owned). *To view a Baron’s individual holdings, click on his name.* (This screen can be accessed from the Stock Screen—see Section 5.)

STOCK

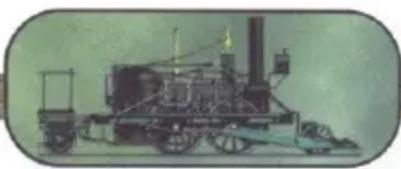
Click this button to view the Stock Market. (This screen can be accessed from the Stock Screen—see Section 5.)

TRAINS

Click this button to view the trains still available for sale from the Bank. (See “Buying Trains” in this Section for more details.)

THE PURPOSE OF AN OPERATING ROUND

A Corporation begins operating when six shares (60%) of its stock have been purchased. The goal here in the Operating Round is to lay track between the



Operating Round

1830

cities so that your Corporation(s) can run its trains between the cities and earn revenue (not only for itself, but for you the Baron). But the computer won't lay track for you, and you're not the only Baron in the game. Your opponents are also out there laying track, building Routes and running trains.

Sometimes, an Operating Round will open with you having the first chance to operate; sometimes, it won't. The order in which a Corporation will operate is based on the *current* value of its stock at the *moment* it's scheduled to operate. The Corporation with the highest valued stock operates first, the next highest operates next, and so on. When stock is positioned on the same space on the Stock Market Screen, the Corporation on top operates first. When several stocks have the same value but on different columns, the stock furthest to the right goes first.

HOW DOES AN OPERATING ROUND WORK?

An Operating Round works in much the same way as the Rotations discussed in Sections 4 and 5: one Corporation operates, then the next, etc. However, you're only allowed one Turn during an Operating Round.

Each Corporation has the opportunity to lay track, earn revenue, and purchase trains. Corporations may either distribute their earnings as dividends among the stockholders (raising their stock value) or retain them to finance further Corporate activities (thus lowering their stock value).

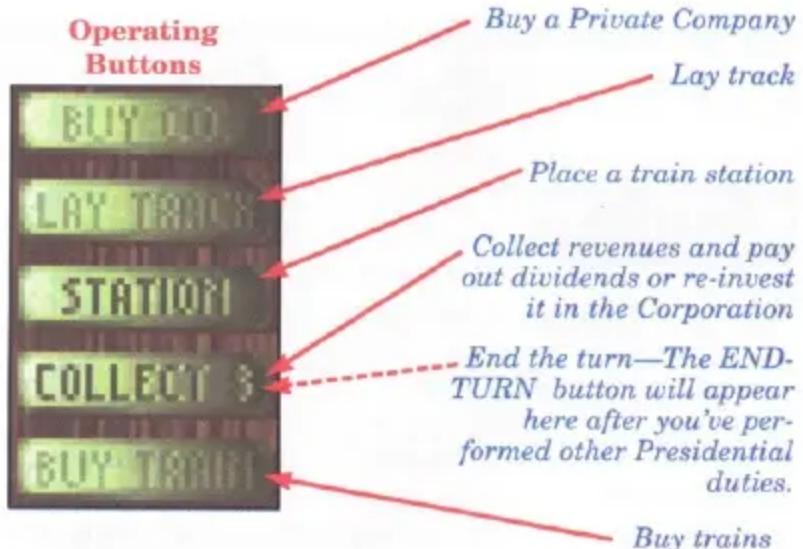
During the later Operating Rounds of the game, the scope for corporate activities expands steadily due to the availability of (1) larger trains which can travel a greater distance and thus earn more revenue, and (2) more complex designs of track tiles (i.e., upgrades)

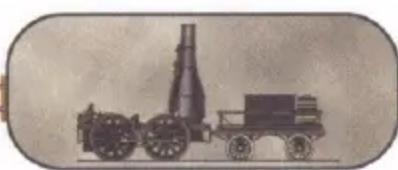
which produce more elaborate Routes and which also raise city revenue values. The sequence of routines expands in the later stages of the game, when two and then three Operating Rounds are performed between each Stock Round. All these changes are directly linked to the types of trains in use. (See "Buying Trains" in this Section for more details.)

When it's your Corporation's Turn in an Operating Round, you can do the following:

1. View Current Game Information. You may click on any of the buttons at the top of the screen to view important game information.

2. Run your Corporation(s). Below is a list of various things you may do as President:





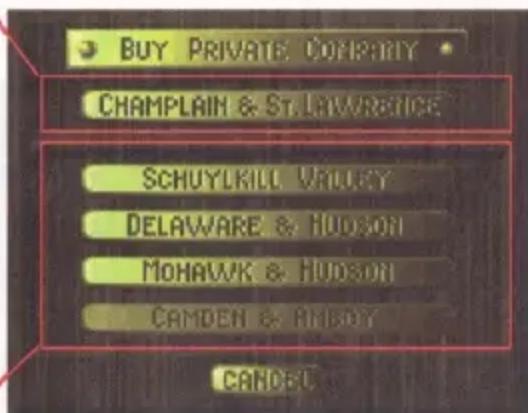
Some of these activities won't be available to you and some can be skipped. Any placement costs must be made with available cash. Credit is not allowed. For example, the money needed to place a train station or a track tile (in a mountain or water hex) must be available in the Corporate Treasury at the moment you make the placement. The exception to this is the purchase of trains. You collect revenue before purchasing trains.

BUYING PRIVATE COMPANIES



As soon as the first 3-Train is purchased, Private Companies may be sold to Corporations. Afterwards, you will have the opportunity to buy a Private Company at anytime during your Turn. To do so, click on this button and this window will appear:

The first section shows the Companies you (the Baron) currently own. This portion of the screen will only appear if you own Private Companies.



The second section shows the Companies currently up for sale from other Barons. Corporations will not sell their Companies.

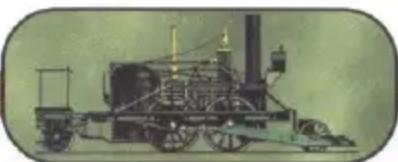
To buy a Private Company, click on its name and this window will appear:



A Private Company's minimum sales price is half its list price; its maximum sales price is double its list price. For example, the Schuylkill Valley's list price is \$20. Its minimum sales price is \$10; its maximum sales price is \$40.

If you are selling a Private Company to the Corporation, set the price at any amount up to the maximum by clicking on the slide bar. Once you're satisfied, click **OKAY** and the purchase will occur immediately.

If you're buying a Private Company from another Baron, set the price and click **OKAY**. If the sale is refused, keep increasing the bid. If the Baron refuses to sell at any price up to the maximum, click **CANCEL** and continue the Operating Round.



LAYING TRACK

LAY TRACK Laying track is one of your most important responsibilities as President. Without track, your Corporations cannot run their trains. If they cannot run their trains, you (the Baron) cannot earn money. To lay track, click on this button and one or more areas on the game map will shimmer:



The shimmering hexes are those areas where you may place track tiles for the Corporation. You may only place one track tile on the map per Turn, unless your Corporation owns the Champlain & St. Lawrence (C&SL). For example, a Corporation owning the C&SL may place an additional tile on the C&SL hex during the Turn—free of charge. [NOTE: To take advantage of the Private Company's track placement specialty, you must own the Company before laying track. If you buy the Company after laying track, you'll have to wait until the next Operating Round to use its specialty.]

To place a track tile, click on a shimmering hex. A tile will appear:



Clicking repeatedly on the tile will either:

1. Rotate the track tile so its rail lines run off different hex sides, or
2. Cause another tile to appear if there are other tiles available for placement in the hex, or
3. Nothing (if the tile only has a single possible upgrade).

Second Click



Third Click



Once you're satisfied with the tile and its position in the hex, click **ACCEPT**. The tile is now a part of your Corporation's rail line.



The Different Track Tiles

There are three different types of track tiles in 1830: yellow tiles, green tiles, and brown tiles. The game begins with only yellow tiles available for placement; as play progresses and different train types are introduced (see "Buying Trains" in this Section), you'll be allowed to upgrade yellow tiles to green tiles. Green tiles are then upgraded to brown tiles.

What does all this mean? Well, in broad terms, the three different types represent progressing levels of technology and production. For example, look at the three different tracks below (each an upgrade to the tile on its left):



Notice how the yellow tile has the simplest curve. Its green upgrade has another curve and offers another direction. And finally, the brown tile has even more twists and turns. In a typical game (using the tiles above as an example), you'll begin building a train "Route" by placing the yellow tile. As soon as the first 3-Train is purchased, you'll be able to upgrade to the green tile. As soon as the first 5-Train is purchased, the green tile can be replaced with its brown upgrade(s). There's a wide variety of different track types available in the game. Some tiles have upgrades; others do not. To view the different tiles and their quantity, access the "Remaining Tracks" screen by clicking the **INFO** button at the top of the Operating Screen.

IMPORTANT

Track must be laid before placing stations. Once you've skipped track laying, you cannot go back later in the same Turn and choose the option.



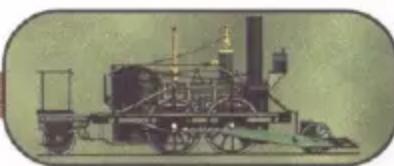
The Tom Thumb

A SMALL HISTORY OF 1830

(by Steven Ray Austin and Robert Waters)

At the start of the 19th century, the United States was teeming with unexplored plains and forests. The only portion of the continent that could boast of any major population and industry was the Atlantic coastline. As the population grew, so did the need for effective means of transportation. Thus, Congress approved the construction of the "National Road" in 1806. This road, "a broad and well paved highway to allow coaches to connect the important centers of the great new nation," was helpful but distances were great. An average coach run between Boston and New York, for example, took 41 hours. In addition to coach traffic, freight also traveled along this road in "large gaily-painted Conestoga wagons, each covered by a canvas roof and drawn by three pairs of horses." Thus, America was ripe for a method of transport consistent to its linear expansion West: *Steam Locomotion*.

(continued on page 30)



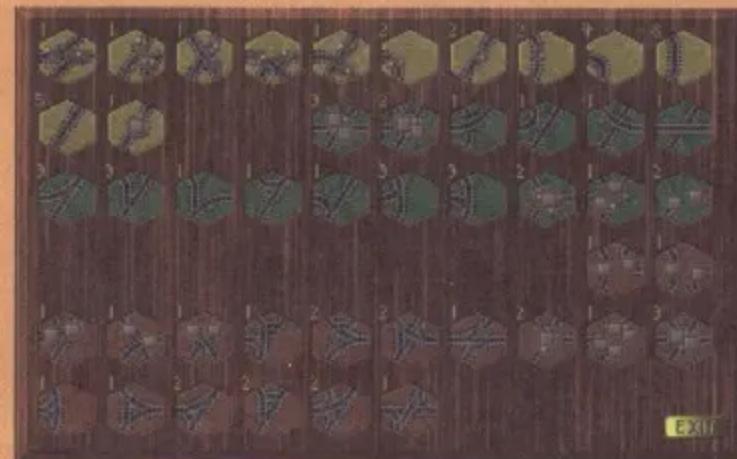
Operating Round

1830

This screen shows the various track tiles available. If you're playing *without* the "Unlimited Tiles" Custom Option, yellow numbers appear above the tiles. This is the number of those tiles available for placement at that moment. This number fluctuates as tiles are placed and upgraded. Upgraded tiles are returned to the tile pool for later use. A tile type that's been used completely will not appear on the screen.

To view a tile's upgrades, click on it and all available upgrades will appear. Click on the wood background afterwards to return to the full view. Click repeatedly on a tile and it will rotate to show its placement variations on the game map. Rotating the tile serves no purpose save a "visual" aid to help you see the various placement options.

When you're finished reviewing the tiles, click **EXIT** to return to the Operating Screen.



How Should Track Tiles Be Placed?

Track tiles should be placed on the game map to construct railroad "Routes" joining the various cities. Areas of the map colored gray depict pre-existing lengths of track. Others (colored red) depict available connections with districts beyond the edge of the map. Tiles must not be laid on either of these colored areas. Yellow hexes cannot be played on until green tiles are available.

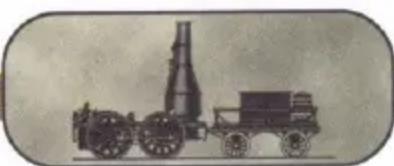
The tile and position chosen must represent an extension or an upgrade of a Route already available to the Corporation building it. (See "Collecting Revenue" in this Section for information on Routes.) The new tile must be connected ultimately to a city position occupied by a station of the Corporation. (In the case of tiles which portray two different pieces of track, it's only necessary for one of them to form a legal extension.)

EXCEPTIONS: There are four exceptions to the rule requiring a tile placement to be an extension of

an existing Route: The hexagons containing the Base cities of the NYC and Erie, and the hexagons containing the C&SL and D&H Private Companies. The NYC may place a yellow tile on its base and the Erie may place a green tile on its base (assuming green tiles are available), regardless of connections. Tiles may be placed in the hexagons of the C&SL and D&H by Corporations owning these Private Companies regardless of other connections and according to the information given on the "Private Companies" table on the *1830 Player Aid Poster*.

A tile may not be placed so that a track runs off the hex grid, terminates against the blank side of a gray hexagon, or terminates against a solid blue hex-side in a lake or river. It may be placed so as to use track on a gray hexagon, but this isn't required.

Tiles may not be placed on hexagons containing all or part of a Private Company owned by a Baron. Tiles may be placed there if the Private Company is owned by a Corporation or is "Closed."



Illegal Tile Placement Examples



Hex-grid edge



Blank side of grey hex



Solid water edge



Private Company hex

IMPORTANT

The computer will not allow an illegal tile placement. The tiles it allows you to place in a shimmering hex are those that can "legally" be placed there.

How Much Does It Cost To Place Track Tiles?

Tiles may be laid on most hexagons without charge, but laying a tile on a hexagon divided by water costs \$80 (the hexagon of the Erie Base city is an exception to this rule), and on a hexagon containing a mountain costs \$120. There is no further charge if the tile is upgraded at a later stage in the game.

Laying Track Is Optional

You aren't obligated to lay track during your Turn. This applies even to the Erie and NYC Railroads where no tile has yet been laid in the hexagon containing their Base city.

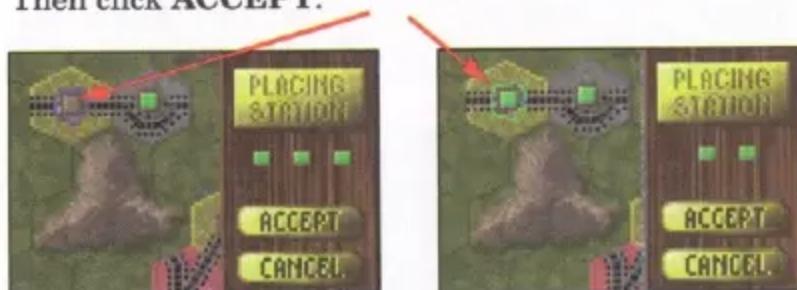
PLACING STATIONS

STATION

During your Turn, you may have the opportunity to place one station in a large city connected by a legal Route (however long) to one of your other stations. Placing a station gives your Corporation "priority railroad rights" in that city. The city must be open to receive the station. Some city tiles have space for more than one station. In these cases, the entire hex remains open to all Corporations until all city locations in that hex holds stations. Placing a station has two effects:

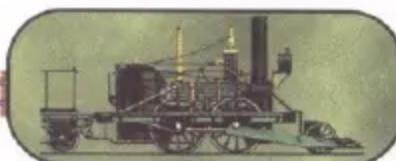
1. It prohibits rival Corporations from running trains beyond the city. A Corporation may run trains into a city closed by other stations, but such a city may only serve as a terminus; the train may not run past the city.
2. It allows the city to be used as a starting point for your Corporation's train Routes.

To place a station, click the **STATION** button and one or more large cities will be highlighted. After the cities are highlighted, select one by clicking on it. One of your remaining stations will appear in that city. Then click **ACCEPT**.



How Much Does it Cost to Place a Station?

The first station placed costs \$40. Any remaining station costs \$100. The amount is immediately removed from the Corporate Treasury.



Operating Round

1830

COLLECTING REVENUE (RUNNING TRAINS)

COLLECT\$

Running trains is the primary way Corporations earn money in 1830. Thus, your goal as President is to

create train “Routes” by laying track tiles between the most valuable cities, thereby earning your Corporation the most revenue possible. Each city on the map has a value printed in **yellow**. If your train runs into or through that city, the Corporation will earn that revenue for the Operating Round.

The first Operating Round: A Corporation will not earn revenue during its first Operating Round and other Rounds where it doesn’t have trains and legal Routes. You may, however, perform all other available presidential duties (i.e., lay track, place stations, etc.). You may be prompted to **COLLECT\$** during one of these Rounds before buying trains or ending your Turn. If so, click the button once to proceed.

To see where your Corporation’s trains are running, click on one of its trains on the right hand of the Operating Screen (Trains Holding Area). The current “Route” of that train (and all other trains the Corporation may have) will be highlighted.



You cannot change or alter a train’s Route in any way. *The computer will automatically choose the most valuable Routes for trains.* Viewing Routes is strictly for informational purposes only.

Once you’re finished viewing the Routes, move the mouse arrow to any area on the game map and click once. The Routes will disappear from the screen and you may then **COLLECT\$** to earn revenue.

(History...continued from page 27)

When the idea of the locomotive arrived in America [*England had already turned its attention to steam*], Colonel John Stevens—considered the father of American railroads—began to experiment with his own circular rail line on his farm in Hoboken, New Jersey. On this line, he ran a small steam locomotive with a “vertical boiler and rack rail propulsion.” Although this little train never ran outside Stevens’ farm, it generated widespread interest and the desire to build the first true railroad in America. With this desire came the need for organizations (Railroad Corporations) big enough to coordinate the construction and operation of these lines. One of these early organizations was the Baltimore & Ohio (B&O), which opened its first rail line on July 4, 1828. Two years later, it acquired the *Tom Thumb*, a small locomotive with a vertical boiler and two vertical cylinders of a small “stationary engine.” In August of that same year (1830), the *Tom Thumb* ran a famous race against a horse-drawn coach. The *Tom Thumb* lost the race because of a broken fan belt, but the age of rail in America began. The rest is history.



WHAT IS A TRAIN ROUTE?

A train "Route" is a length of track joining two or more cities (including the city where the train begins its Route). Below is a list of the various legal and illegal routes. Although you cannot change or alter a train's Route, it's important to understand how the computer defines a Route.

1. A Route entering a city down one line may leave along any other line.



2. A Route may begin or end at any city.



3. Routes entering the red hexagons may also form the start or finish of a Route (or both if different red hexagons are involved) but these red sections may not form part of the middle of a Route.



BARON BIOGRAPHIES

Who were these men, these rail magnates? Below and throughout this Guide are small bios of these giants of rail. We begin with Oakes Ames and continue on page 35.



OAKES AMES (1804-1873), manufacturer, capitalist and politician. Ames, a four-time congressman with the backing of President Lincoln, was brought in with T.C. Durant for Credit Mobilier in 1865, a company formed to carry on the construction of the Union Pacific Railroad. When the Company split into hostile factions in 1867, Ames took control, acquired stock fraudulently and sold stock to other members of Congress at less than market value. In 1872, Congress started two committees of inquiry to uncover the stock sale improprieties. The Poland Committee formally reported Ames guilty of impropriety and recommended expulsion from Congress in 1873. The Wilson Committee reported that Credit Mobilier had defrauded the government. The House dropped the expulsion and took up a resolution that it "absolutely condemns the conduct of Oakes Ames." He returned home broken and dispirited, was stricken by paralysis and died four days later.

continued on page 35



4. At no time may the same city on a hex be used twice by the same train (although separate cities on the same hex certainly may).

EXAMPLE: The track tile shown has four separate cities (three of which hold stations). These stations may be used as different “cities” for Route purposes. For example, a Route may enter the bottom city from the south, exit to the southwest, and then enter the top city from the northwest to score both cities.



5. When two or more Routes are being used in the same Turn (i.e., two or more trains are running), they must all be entirely separate along their entire length except that they may meet or cross at cities, or use two independent tracks on the same tile.

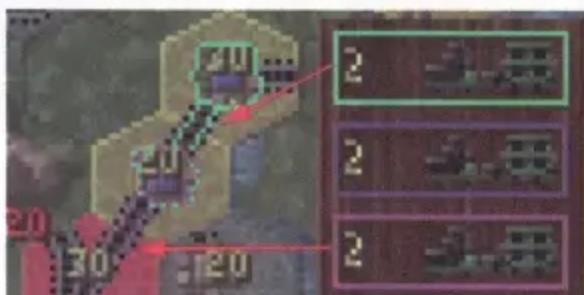


6. Every Route used by a Corporation must include at least one city occupied by that Corporation’s station. Initially, such a city is very likely to be the Base city, but as the game progresses, Corporations may operate from other cities which provide the base for more lucrative Routes.



The computer will run trains along a Corporation’s rail lines according to the information above. If a Corporation has three trains, it will select an individual Route for each train and try to run them their full length. For example, if the Corporation has two 2-Trains and one 3-Train, it will run the 2-Trains between two cities, and it will run the 3-Train between three cities. However, if the Corporation doesn’t have a Route for one of its trains, the computer will not Route the train. Below is an example of a Corporation with too many trains for its “legal” Routes:

This Corporation has three trains, but can only run two.





EXAMPLES OF LEGAL TRAIN ROUTES AND REVENUES EARNED



(Two 3-Trains running)

$$10 + 30 + 30 = \$70$$

$$30 + 30 + 20 = \$80$$

Total Revenue: \$150



(One 4-Train running)

$$20 + 50 + 20 + 30 = \$120$$



This train not running because the Corp. doesn't have four legal Routes.

(Two 2- and one 3-Train running)

$$30 + 10 = \$40$$

$$10 + 30 = \$40$$

$$30 + 10 + 40 = \$80$$

Total Revenue: \$160



(Two 3-Trains running)

$$60 + 10 + 30 = \$100$$

$$30 + 10 + 30 = \$70$$

Total Revenue: \$170



EXAMPLES OF LEGAL TRAIN ROUTES AND REVENUES EARNED



(Three 2-Trains running)

$$20 + 30 = \$50$$

$$30 + 20 = \$50$$

$$20 + 30 = \$50$$

Total Revenue: \$150



(One 4-and one 5-Train running)

$$80 + 50 + 30 + 60 = \$220$$

$$50 + 10 + 60 + 30 + 40 = \$190$$

Total Revenue: \$ 410



(One 5- and one 6-Train running)

$$80 + 10 + 80 + 50 + 40 = \$ 260$$

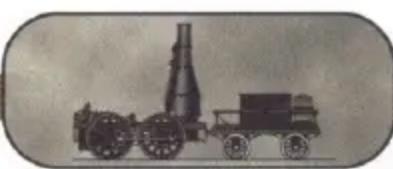
$$40 + 10 + 60 + 30 + 40 = \$ 180$$

Total Revenue: \$440



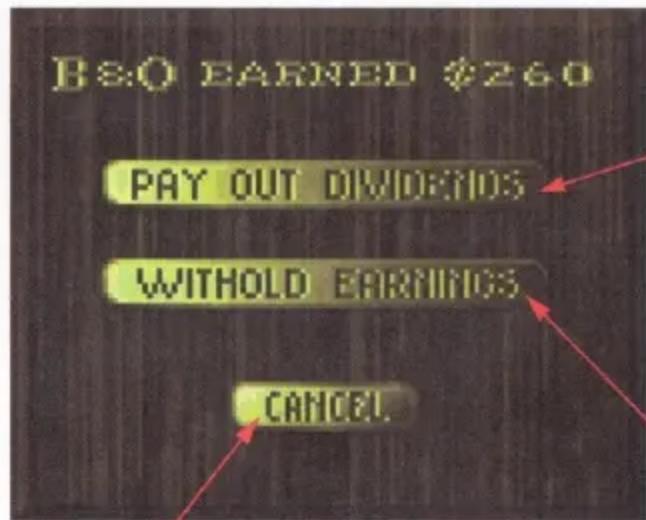
(One D-Train [Diesel] running)

$$50 + 10 + 40 + 30 + 60 + 10 + 50 + 10 = \$260$$



The Amount Earned (Revenues)

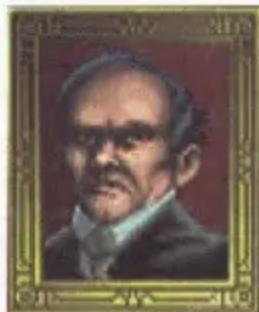
After viewing train Routes, click the **COLLECT\$** button. You must now decide whether to pay dividends to the shareholders or withhold the revenue.



Clicking this button *first* cancels the action entirely.

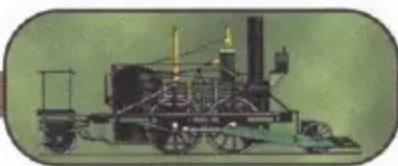
Selecting this option will pay a dividend to each shareholder in the amount of 10% per share *held*. For example, if the B&O earned \$260 and decided to pay dividends, a Baron holding three shares of the stock would receive \$26 per share for a total of \$78. No dividend is paid for unsold stock (i.e., those shares still in Initial Offering). The Corporation, however, will receive a dividend for each share of its stock currently held in the Bank. Remember, each time you declare a dividend, the value of the stock increases. (See "Stock Value and the Stock Market"—Section 5—for more details.)

Selecting this option places the whole amount earned in the Corporate Treasury. Remember, each time you withhold earnings, the value of the stock decreases. (See "Stock Value and the Stock Market"—Section 5—for more details.)



DANIEL DREW (1797-1879), capitalist and speculator. A millionaire by 1853, Drew manipulated the Erie Railroad stock, becoming the first infamous speculative director. Drew first locked horns with Cornelius Vanderbilt in a steamship rate war in 1834, and was forced to sell his holdings to Vanderbilt. He speculated on Harlem Railroad stock in 1864, was outwitted by Vanderbilt again, and lost half a million. Drew would meet Vanderbilt once more in the "Erie War" from 1866-68. When Vanderbilt instigated court proceedings, Drew and his allies, Jay Gould and James Fisk, agreed on a peace treaty. But in 1868, Drew, Gould, and Fisk dumped 50,000 shares of freshly printed stock on the market. As a result, Vanderbilt lost millions. Judge Barnard ordered their arrest, but they fled New York in a waiting boat and crossed over into New Jersey with 6 million in cash (stuffed into briefcases). Later, Vanderbilt agreed to peace and handed the plundered Erie Railroad over to Gould and Fisk. Gould and Fisk then turned on Drew and cost Drew 1.5 million in 1870 with Erie stock manipulation. Drew filed for bankruptcy in 1876, broken and despised.

continued on page 41



Operating Round

1830

BUYING TRAINS



As President of a Corporation, you must buy trains. *1830* begins with only the 2-Trains available; as play progresses, other, more powerful trains can be used. To buy a train, click this button and a window showing the trains available for purchase will appear:

These are the trains available from the Bank.



Click this button to view available trains from other Corporations.

Move the mouse arrow over the train you want and its price or the word "bid" or "set" will appear in this box.

Click this button to cancel.

Buying Trains From The Bank

The Bank will display the various trains as they become available. Here's a detailed description of the various train types and the effects their arrival has on play.



2



3



4



5

These are the first trains in the game and cost \$80 apiece. They connect two adjoining cities. Initially, only 2-Trains are available and each Corporation may hold a total of four trains. Only **yellow** track tiles may be placed.

These are the second trains available and cost \$180 apiece. They connect three adjoining cities. Upon their arrival, **green** track tiles may be placed on the map and Private Companies may be bought by the Corporations. Beginning with the next Stock Round following the purchase of the first 3-Train, there are two Operating Rounds between each Stock Round.

These are the third trains available and cost \$300 apiece. They connect four adjoining cities. Upon their arrival, all 2-Trains are removed from play and Corporations may only hold three trains. *The computer will remove 3-Trains to cover the new limit, if necessary.*

These are the fourth trains available and cost \$450 apiece. They connect five adjoining cities. Upon their arrival, **brown** track tiles may be placed on the map and all Private Companies (still open) are closed. Each Corporation may only hold two trains. *The computer will remove 3 or 4-Trains to cover the new limit, if necessary.* The revenue values of the **red hexes** (on the game map) are increased. Beginning with the next Stock Round following the purchase of the first 5-Train, there are three Operating Rounds between each Stock Round.



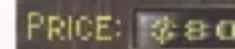
These are the fifth trains available and cost \$630 apiece. They connect six adjoining cities. Upon their arrival, all 3-Trains are removed from play. Diesel trains (D) are now available as an option.



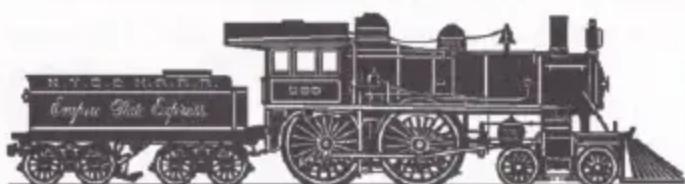
Diesel trains becomes available as an option when the first 6-Train is purchased. They connect an unlimited amount of adjoining cities. They cost \$1100 apiece. Upon their arrival, all 4-Trains are removed from play. You may trade in a 4-, 5-, or 6-Train to buy a Diesel for \$800.

IMPORTANT

All of the changes in play described above apply to all Barons, not just the one who introduced the change. For information about the number of trains for each type, see the *1830* Player Aid Poster.



Move the mouse arrow over the train you want to buy from the Bank and its price will appear in the "Price" box. Click once, and if you have enough money in the Corporate Treasury (and if the Corporation has a box open in its Trains Holding Area), the train is yours.



Empire State (1893)

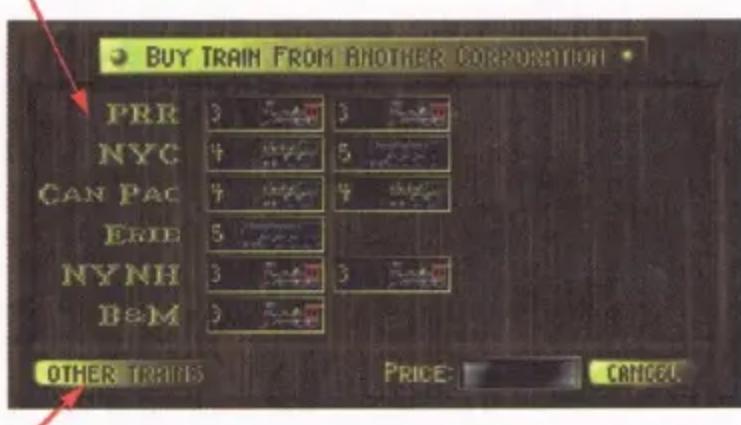
Operating Round



Buying Trains From Other Corporations

During the game, trains that have already been bought from the Bank will become available for sale from other Corporations. If you're not interested in buying a new train, you may select **OTHER TRAINS** and this window will appear.

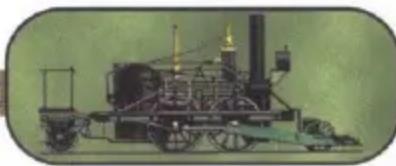
These are the Corporations and the trains offered for sale.



Click here to return to the listing of trains in the Bank.



Diesel train, "F" series

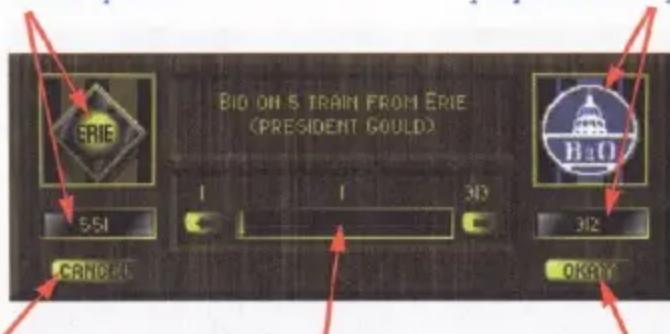


Operating Round

1830

All trains purchased from other Corporations require a "bid" price; those purchased from Corporations you control require a "set" price. Move the arrow over the train and the word "bid" or "set" will appear in the Price box. Click on the train and this window will appear:

The seller and Treasury adjusted to reflect proposed sales price



Click here to cancel

Use slide bar to set price

Click here after setting price

Setting a Price on Trains You Own: The minimum price for any train is \$1. You can, however, set the price at any amount. To do so, click on the slide bar and raise the price (up to the Corporation's total Treasury, if desired). When you're satisfied with the price, click **OKAY**. The sale will occur immediately.

Placing a Bid on Trains From Other Corporations: If you're trying to buy a train from a Corporation controlled by another Baron, you'll (undoubtedly) have to raise the bid price. Keep raising the bid (up to the total Treasury of the Corporation, if desired) until the sale is accepted. Sometimes, a sale will not be accepted at any price. If so, your only alternative is to stop trying.

How Many Trains Can My Corporation Hold At One Time?

Your Corporation may only hold a certain amount of trains. The amount is based on the types of trains in play. For example, a Corporation may hold a total of four trains until the first 4-Train is purchased. Immediately, all 2-Trains are removed from play and each Corporation may now only hold three trains. Whenever a Corporation is forced to remove trains, the computer will automatically remove its smallest versions (i.e., it will remove a 3-Train before removing a 4-Train).

IMPORTANT

You can only buy as many trains as your Corporation has empty boxes available in its trains holding area. Once you've reached the limit, you'll have to wait until trains become obsolete (thus opening boxes.)

Forced Purchase of Trains

Usually, buying a train is optional. You aren't obligated to buy one if you have no Routes. You also don't have to buy one if you currently own one. There are, however, instances during the game when you must buy a train.

You must buy a train when the Corporation has legal Routes but no trains and the Bank still has trains for sale. If your Corporation lacks the necessary funds when it's required to buy a train, you have to make up any deficiency out of your Personal Money. If a choice of trains is available in the Bank, you must choose the cheapest train which is always purchased at list price. You may not, however, use your Personal Money to purchase any additional trains or to assist



the Corporation in any other way. You may also buy trains from other Corporations you control. Purchase options in this case are more flexible. You may buy the train using *either* the Corporation's Treasury or using both Corporate and Personal Money.

The procedure for acquiring the needed money for a forced purchase is handled by the computer. It will make all the necessary adjustments to the Corporate Treasury and your Personal Money when (and if) the time comes. The procedure it follows is below:

1. The computer will first use all of the Corporation's own money (if any).

2. The computer will then attempt to make up any deficiency from your Personal Money. However, when adding in your own money, it will not take more than face value if buying a train from another Corporation.

3. If necessary, the computer will ask you to raise further funds by forcing you to sell stock or Companies. Such sales occur immediately (i.e., during the Operating Round) and the Stock Screen will appear.

4. If a forced sale of stock causes a change in control of a Corporation, this change takes place immediately. (See "Losing the Presidency"—Section 7—for more details.) *However, you may not give up the Presidency of the Corporation for which the forced purchase is being made.*

5. If you're not able to raise the required sum of money even by selling everything you're allowed to sell, you go bankrupt and the game ends.

ENDING THE TURN

END TURN

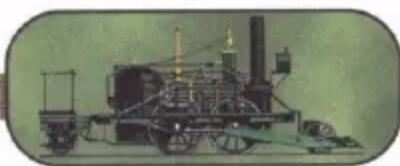
When finished with all operations, click this button. The Operating Round will continue with another Baron, another Operating Round will begin, or a new Stock Round will begin.

7. LOSING THE PRESIDENCY

The original President will only retain control of the Corporation as long as his stockholdings are not exceeded by another Baron's. Another Baron may gain control by purchasing more stock or because the President has sold stock. *There is no change of control just because another Baron's holdings equal the President's.*

When a change of control occurs, the computer makes an immediate exchange of stock certificates to enable the new President to hold the 20% certificate. This is a straight-forward exchange which leaves both Barons holding the same percentage of stock as they did before the exchange took place. For example, consider two Barons both holding 30% of the NYC, with Baron #1 holding the President's Certificate. If Baron #2 bought a fourth 10% certificate, a change of Presidency would immediately take place as Baron #2's holdings now exceed the President's, 40% to 30%. The computer immediately passes the President's Certificates to Baron #2 and two 10% certificates to Baron #1.

A President's Certificate may never be sold. Thus, once a President's Certificate is obtained, it will be held by one Baron or another for the rest of the game. An exchange of stock certificates may result in the outgoing President holding more certificates than normally allowed. In such cases, the excess must be sold in the Baron's next Stock Round Turn.



Ending the Game

1830

8. ENDING THE GAME

The game ends when a Baron goes bankrupt or the Bank runs out of cash. The Baron with the largest amount of personal capital (Personal Money + current stock value of all certificates held) is the winner at game end.

A BARON GOES BANKRUPT

A Baron will go bankrupt when he runs out of Personal Money. If a Baron goes bankrupt, the game ends immediately. The bankrupt Baron's final score is the value of all stock he still holds. All other Barons in play have their assets added up normally. Railroads that haven't yet operated for this Operating Round lose their turns.

THE BANK RUNS OUT OF MONEY

In a standard game of 1830, the Bank begins with \$12,000. This amount is reduced to pay Barons their starting money, "float" Corporations, and pay revenues. If the Bank runs out of money (i.e., "broken"), the game ends on the completion of the sequence of Operating Rounds that are currently in progress (i.e., at the point at which the next Stock Round would otherwise begin). If the Bank is depleted during a Stock Round, the sequence of events is played out to the end of the next series of Operating Rounds. For example, if the Bank runs out of money in a Stock Round, the Stock Round and the number of Operating Rounds which would normally take place is completed before the game is ended. If the Bank runs out during the first Operating Round of three, this Operating Round and the two remaining is completed.

NOTE: The Bank will function normally in its "broken" state until the end of the sequence of Rounds.

DETERMINING YOUR PLAY

At game end, the computer will display each Baron's final holdings (Personal Money and stock certificates). These are the assets the computer adds together to determine each Baron's total "worth."

DAVIS	UNIVERSITY
CASH: \$1,100	STOCK: \$2,900
100% ILLINOIS	100% ILLINOIS
100% NEW YORK	100% NEW YORK
100% PENNSYLVANIA	100% PENNSYLVANIA

Final Personal Money Total

HUNTINGTON	UNIVERSITY
CASH: \$1,100	STOCK: \$2,900
100% NEW YORK	100% NEW YORK
100% PENNSYLVANIA	100% PENNSYLVANIA
100% ILLINOIS	100% ILLINOIS

Final Stock Certificates

After looking at this information, press **ENTER**. This screen will appear:

WILCOX	UNIVERSITY
CASH: \$1,100	STOCK: \$2,900
TOTAL: \$4,000	
HUNTINGTON	UNIVERSITY
CASH: \$1,100	STOCK: \$2,900
TOTAL: \$4,000	
SCOTT	UNIVERSITY
CASH: \$1,100	STOCK: \$2,900
TOTAL: \$4,000	

Winner

Cash

Stock Value
Totaled

Total
Worth

This screen shows each Baron's worth (i.e., Personal Money + stock values). If you have the highest total worth, "Winner!" is displayed over your portrait; you've won the game!

ENTERING THE HALL OF FAME

At the end of each game, the computer will determine your entry into the Hall of Fame by awarding you a "score" value. The score is not based entirely on your worth (Personal Money + stock value), but on a



number of game factors. Below is the formula used to determine your score:

$$\text{score} = \text{worth} \times \text{barons} \div (\text{rounds} \times \log_2 \text{rounds})$$

In the example screens on page 40, Russ ends up with \$2981 cash and \$2636 worth of stock, for a total worth of \$5617. To compute Russ's score using the formula, the computer uses the fact that there were 5 Barons in the game, and the game lasted 8 stock rounds. Applying the formula gives Russ a 1170 score:

$$\begin{aligned} \text{score} &= (5617 \times 5) \div (8 \times \log_2(8)) \\ &= (5617 \times 5) \div (8 \times 3) \\ &= (5617 \times 5) \div 24 \\ &= 28085 \div 24 = 1170 \text{ (rounding down)} \end{aligned}$$

If your math is little rusty, " $\log_2(8)$ " is the logarithm (base 2) of 8; it is the power to which you raise 2 to get 8 (i.e., $2^3 = 2 \times 2 \times 2 = 8$). The rank earned is Conductor (see below), since $800 \leq 1170 < 1200$.

THE RANKINGS

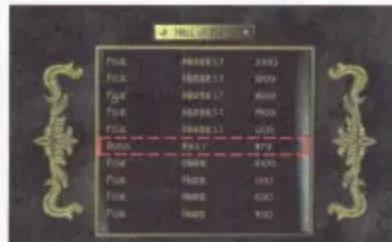
Once the "score" is determined, you'll be ranked. Below are the rankings (lowest to highest):

Final Rank Screen



- Hobo
- Track Worker
- Conductor
- Businessman
- Tycoon
- Robber Baron

Russ Enters Hall of Fame



Each successive rank takes an additional 400 points of score. For example, a score of 737 makes you a Track Worker. A score of 1137 would make you a Conductor. Robber Baron is the highest ranking. It will take a lot of practice and experience before you can earn the rank of Robber Baron.



JAMES FISK (1834-1872), capitalist and speculator. Fisk aligned with Drew and Gould against Vanderbilt in the "Erie War" of 1866-68. In 1868, when Vanderbilt tried to gain control of the Erie line with Judge Barnard's help, Fisk evaded the Judge's orders, seized 50,000 ready signed shares and fled with his partners to New Jersey with 6 million in cash. After Vanderbilt and Drew made peace, Fisk and Gould shared control of the depleted Erie Railroad. By mid 1868, they increased the Erie stock from 34 million to 57 million. In the fall of 1868, Fisk, Gould and Drew started their campaign to tighten credit and raise the price of gold. This netted them millions but severely hurt the nation's business. Other operations caused Erie stock to be stricken from the broker's board, and raids on the US Express Company and the Albany & Susquehanna Railroad provided more capital. In September 1869, the famous "Black Friday" attempt to corner the gold market ruined hundreds; Fisk and Gould were viewed as public enemies. Later, Fisk told a Congressional Committee that the money had "gone where the woodbine twineth."

Fisk continued his flashy lifestyle in New York, buying opera halls and posing as admiral of steamboats. He kept numerous mistresses and settled on actress Josie Mansfield, the "Scarlet Woman of Wall Street." This affair and other "business deals" led Fisk (then 37 years old) to have words with his friend Edward Stokes. Fisk was shot dead on the steps of the Grand Central Hotel on January 6, 1872. His funeral was spectacular, with honors from the Tammany Administration, a cortege of the 9th regiment, and a two hundred piece band.

continued on page 48



Custom Options

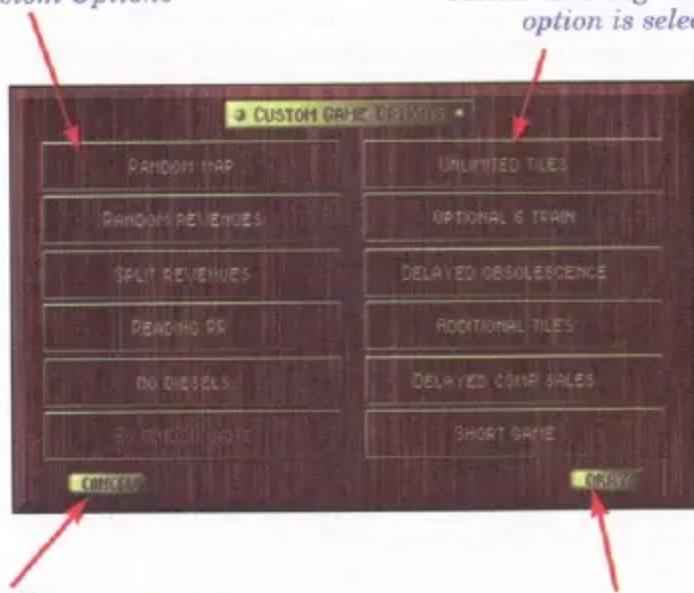
1830

9. CUSTOMIZING THE GAME

After playing the standard game of 1830—and after mastering it—you may want to add some variety. At the bottom of the Baron Gallery is the **CUSTOMIZE** button. Before starting a game, click this button to open the Custom Options Screen:

Custom Options

Yellow lettering means option is selected



Click to return to the Baron Gallery without setting options

You may choose all or some of these options to adjust the game to your liking. To choose an option, click once on its bar; its name will be highlighted in yellow.

RANDOM MAP

Selecting this option asks the computer to create an alternate game map, changing the original set up of track, cities, and terrain. The computer will create a new map and let you look at it before proceeding. If you're not satisfied with the set up, select **REDO** at the bottom of the Random Map Screen and the computer will continue to vary the set up until you're satisfied. Select **OKAY** at the bottom of the Random Map Screen when you're satisfied with the new map.

Random Map Example

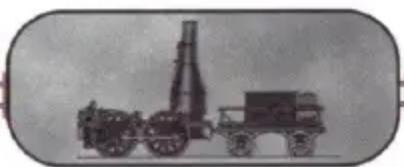


RANDOM REVENUES

Selecting this option changes the percentage of revenues earned by Railroad Corporations by up to 20%. For example, if you would normally earn \$100 playing the standard game, you would earn from \$80 to \$120 with this option in play. This option adds an element of financial unpredictability to the game.

SPLIT REVENUES

Selecting this option allows you to divide your earned revenues in two (i.e., pay out half as dividends and place the other half in the Corp. Treasury). When this option is used, it will be displayed along with



the regular “Pay Out Dividends” and “Withhold Earnings” options during the Operating Round (Section 6). Selecting this option during the Operating Round keeps the Corporation’s stock value at its current location on the Stock Market Screen.

This option gives you more control of the value of your stock while increasing the Corporate Treasury.

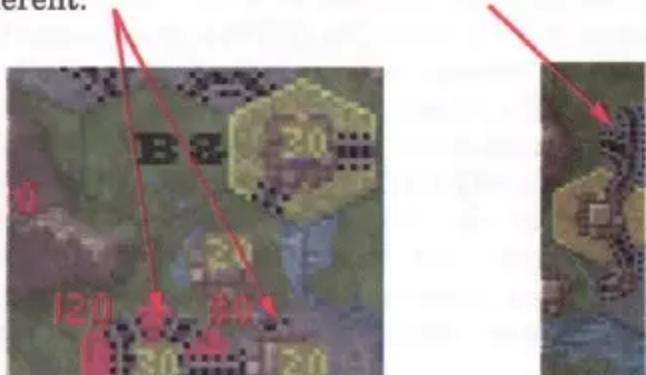
READING RR

Selecting this option adds the Reading Railroad as a ninth Railroad Corporation.



When the Reading Railroad is in play, a number of things occur:

1. The B&O and B&M Base city green tile upgrades will have two station spaces.
2. There is a fifth 4-Train available.
3. The gray and red hex below the B&O Base city and the gray hex north of the B&M Base city look different:



4. The number of certificates each Baron can hold is increased by one. For example, in a two-Baron game, each Baron may hold a total of 29 certificates.

The Position of the Reading

The Reading RR Base city is next to the PRR and works the same way as the PRR Base city:

PRR—although it looks different, it works the same way.

Reading Base City



Example: Trains can be Routed into the Reading Base city or by-pass it entirely along this portion of track.

Number of Stations

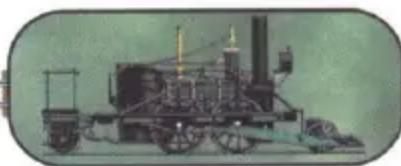
The Reading begins with two stations for placement.



Controlling the Reading RR

Since the President’s Certificate equals 30%, a Baron need only hold the President’s Certificate and three more 10% certificates to “float” the Corporation (four certificates equaling six shares—60% of the Corporation). Also, you may only hold five certificates of the Reading at one time (just like the other Corporations).

The Reading Railroad option is recommended for 5 and 6 player games.



Custom Options

1830

NO DIESELS

Selecting this option removes diesels (D-Trains) from play, thus making 4-Trains permanent and making 6-Trains the largest available. This option changes the flavor of the game. Deciding what kinds of trains to buy is tougher. You can count on all trains from the Bank being sold. Corporations will also be left holding a load of cash that can't be used, so deciding when and when not to pay dividends is more difficult during the earlier stages of the game.

EXTENDED GAME

Selecting this option adds \$8,000 to the Bank. This guarantees at least three more Operating Rounds, and makes the decision to buy Diesels more difficult.

OPTIONAL 6-TRAIN

Selecting this option adds an additional 6-Train to the game. This option is recommended when playing with the Reading Railroad or no diesels option; also, many 1830 boardgame veterans highly recommend this option even in the standard game.

UNLIMITED TILES

Selecting this option provides an unlimited supply of each type of track tile. This option is definitely recommended for beginners as it allows them the luxury of placing tiles without the frustration of running out. *This option is automatically selected by the computer when the EASY play level is set. If you don't want to use this option, remember to go into the Custom Options Screen and turn it off.*

DELAYED OBSOLESCENCE

Selecting this option delays the removal of trains that become obsolete as soon as other trains are purchased. For example, as soon as the first 4-Train is

purchased, all 2-Trains are removed immediately. With this option in play, all 2-Trains will be allowed to run and earn revenue for the Corporation once more. They will then be removed from play.

This is a "kinder and gentler" option for beginners, as it allows a Baron to recover more easily after poor train purchases. For example, it's possible to buy a train in the standard game and have it go obsolete before your Corporation has run it once. This option allows you to run all trains purchased at least once.

ADDITIONAL TILES

Selecting this option adds these new track tiles to the current tile mix:



This option adds more route variety and track laying choices, and is recommended for the experienced 1830 player. These additional tiles really broaden the track laying possibilities on the standard game map.

DELAYED COMP SALES

Selecting this option delays the sale of Private Companies until after the Stock Round following the purchase of the first 3-Train. This gives every Corporation the chance to buy Companies in the same set of Operating Rounds. This is important, because it can be argued that a Baron who's the only one able to sell a Company during an Operating Round may get a huge increase in Personal Money. If he invests it well, he may then gain an insurmountable lead over the other Barons. Thus, an experienced 1830 player may want this option so that a single event



(like the purchase of the first 3-Train late in an Operating Round) doesn't predetermine the victor.

SHORT GAME

Selecting this option reduces the amount of starting money in the Bank by \$7,500, thus shortening the game. This option is recommended with the no diesels option.

Once you're finished customizing the game, click **OKAY** to move back to the Baron Gallery.

IMPORTANT

The custom options you select for one game may be held over to a new game. Before starting, always check your "Custom" settings first.



10. MULTI-PLAYER GAMES

1830 can be played by more than one human player in a "hot seat" fashion where each player takes a turn in front of the computer. *The game cannot be played by E-Mail.* If you have a number of friends sitting around doing nothing, start up the game and challenge them to a bit of "friendly" power Capitalism. To play a multi-player game of 1830:

1. Select the **MULTI-PLAYER** Option on the Initial Options Screen. This will bring you to the Baron

Gallery where the number of computer and human Barons are determined. Once in the Baron Gallery, follow this procedure:

- First, select the number of computer Barons by clicking repeatedly on the **OPPONENTS** button. You may set the number from zero to four.
- Second, click on a Baron portrait for each human player. Change the name and press **ENTER**. Repeat this step with each human player. *You must have at least two human players in a multi-player game.*

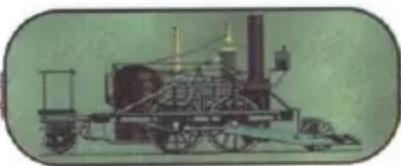
2. After choosing Barons, click on the marble background and the computer will ask you if you want to begin play. If so, select **OKAY** and the game will begin. You may have up to a total of six Barons (human + computer) in a multi-player game. If the number of computer Barons and human Barons ever reaches six, the game will begin immediately.

DIFFERENCES IN PLAY

Play proceeds normally in a multi-player game. During the Stock Round, however, the words "YOUR SHARES" is replaced with the name of the current human player so there's no confusion over whose Turn it is. During the Operating Round, the name of the human President is displayed in the lower left of the map during his Corporation's Turn.

SETTING PRICES ON PRIVATE COMPANY SALES

In the rare event that a human player wishes to buy a Company or a train from another human player, the players involved should simply "set" the price to a mutually agreed amount. The buyer shouldn't set a proposed price and then wait to hear from the seller. In other words, the sale should be handled immediately.



11. GLOSSARY

Below is a list of terms used in 1830. The section reference in parenthesis is where you can find detailed information about that definition.

Action: An “Action” is the purchase, sale, or purchase *and* sale of Private Companies and stock certificates. The Baron directly underneath the Baron who performs the last “Action” during a Stock Round will be the first Baron to perform his Turn during the next Stock Round. (Section 4 and 5)

Auction Block: The Auction Block is a screen accessed during the Private Company Bidding Round. Those Private Companies that have received two or more bids will be sold on the Auction Block to the highest bidder. (Section 4)

Bank: The Bank is the “invisible” handler of all the monies, trains, and stock certificates. The term “BANK” is found on the Stock Screen. All stock sold by a Baron during a Stock Round is placed in the Bank. In the Standard game, monies in the Bank begin at \$12,000. If this amount is ever reduced to zero, the game ends. (Section 5)

Baron Gallery: The Baron Gallery is a screen where all the Baron’s portraits are displayed. This screen is accessed when you select **NEW GAME** on the Initial Options Screen. Once in the Baron Gallery, you will choose the difficulty level of the game, any custom options, and—of course—you will choose one of the Barons to represent you during play. (Section 3)

Baron Holdings (called “Player Holdings”): A Baron’s Holdings is the total number of Private Companies and stock certificates held by him, plus his Personal Money. You can access this info during your Turn of a Stock Round or Operating Round. (Sections 5 and 6)

Base City: This is a city on the game map where a Railroad Corporation begins. (Section 6)

Bid: Bid is a term used in context to the buying of Private Companies and trains from other Corporations. During the Private Company Bidding Round, you “bid” on Private Companies; during the Operating Round, you may bid on trains held by other Corporation. (Section 4 and 6)

Brown Zone, Stock in the: Stock whose value has descended into the brown zone may be held without limit, and may be bought in any available quantity during the same Turn from the Bank. (Section 5)

Cancel: The term cancel is used throughout the game as a prompt to stop performing a certain act. Many of the screens and functions offer a **CANCEL** button.

Certificate: A certificate is a 10% or 20% share of stock. Each Corporation has a nine stock certificates (eight 10% certificates and one 20% President’s Certificate). (Section 5)

Certificate LIMIT: Each Baron is limited in the amount of stock certificates and Private Companies he may hold during a game. The word “LIMIT” is used on the Stock Screen to show the number of certificates you can still acquire before you’ve reached your limit. A Baron’s certificate limit is also displayed in parenthesis () when you access his personal holdings by clicking on his portrait. Only stock whose value is in the white zone of the stock market is counted toward the limit. (Section 5)

City: A City is a set of gray blocks scattered across the game map. They represent areas of large human population. There are two kinds of cities: large and small. Large cities are sites for railroad stations. Each city has a value in yellow. The higher the number, the larger the city. During the Operating Round, you will route your trains through these cities and earn revenue equal to the yellow values. (Section 6)

Corporate Money: Corporate Money (or Corporate Treasury) is the money held by the Corporation and is used by the President of that Corporation to conduct corporate business (i.e., lay track, place stations, run trains). (Section 3)

Float: The term “float” is used to indicate when 60% (6 shares) of a Corporation’s stock have been sold. When a Corporation is “floated,” it will begin operating on the next Operating Round. (Sections 5 and 6)



Funds: Funds is a Baron's Personal Money. The word "FUNDS" is displayed at the bottom of the the Stock Screen. (Section 5)

Game Map: The game map is the Operating Screen and represent the northeastern United States and southern Canada. (Section 6)

Initial Offering: The Initial Offering section of the Stock Screen displays the stock of a Railroad Corporation that hasn't been bought. The value of the stock in the Initial Offering is called the "Par Value" and is set by the Baron who purchases the President's certificate. (Section 5)

List Price: The list price refers to the purchase cost of a Private Company. (Section 4)

Operating Round (Operating Screen): The Operating Round is where each President will conduct the business of his Railroad Corporation (i.e., buy trains, place stations, lay track). (Section 6)

Orange Zone, Stock in the: Stock whose value has descended into the orange zone on the Stock Market does not count toward your "limit" of held certificates and Private Companies. (Section 5)

Par Value: The Par Value of a stock is the per share price set by the Baron who buys the President's Certificate. The price set is the amount each share will cost if the stock is bought from the Initial Offering section on the Stock Screen. (Section 5)

Pay Out Dividend: During an Operating Round, a Baron will collect money for running trains. The revenue earned can be paid out to shareholders in the amount of 10% per share *held*. Each time a Baron pays dividends, the value of the stock moves one space right on the Stock Market Screen. (Section 6)

Personal Money: Personal Money represents each Baron's personal cash. This amount is separate from Corporate Money. Barons use their Personal Money to buy Private Companies and stock certificates and to help finance forced purchase of trains. (Section 3)

President's Certificate: The President's Certificate is the 20% certificate of a Railroad Corporation's stock. You must own this certificate to become President of a Corporation. (Section 5)

Private Company: A Private Company is a small, independently owned freight handler. In historical terms, the Private Companies in 1830 were the precursors to the major Railroad Corporations. Private Companies pay a fixed revenue each Operating Round and provide special play benefits to their owners. (Section 4)

Railroad Corporation: A Railroad Corporation is a large conglomerate of cash and capital which sells its stock on the Stock Market. The Canadian Pacific is one example of a Railroad Corporation. The object of play for each Baron is to become the President of one or more Corporations, thereby earning money for himself. (Sections 5 and 6)

Red Tiles: The red tiles on the game map are pre-existing sections of track linked to areas and provinces off the game map. Trains can be Routed into or can begin a Route on a red tile. (Section 6)

Revenue: The money earned by a Corporation during an Operating Round. Revenue is earned by running trains along Routes. (Section 6)

Rotation: The term "Rotation" is used to define a sequence of Baron Turns during the Private Company Bidding Round and the Stock Round. A Rotation is one complete Turn of each Baron during a Round. (Sections 4 and 5)

Round: The term "Round" is used to define a sequence of Rotations. (Sections 4 and 5)

Route: A Route is a segment of railroad track connecting two or more cities. Trains run along Routes and earn revenue. (Section 6)

Stock Round (Stock Screen): The Stock Round represents a time period in the game where all Barons have the opportunity to invest in the Stock Market. During a Stock Round, each Baron will buy and sell stock in an attempt to maximize his income (i.e., become its President). (Section 5)

Stock Market: The Stock Market is a screen where the value of Corporate Stock is monitored and maintained. The



Glossary

1830

value of stock will fluctuate based on the sale of certificates and the payment of dividends. (Section 5)

Share: A Share represents one 10% portion of a Corporation. Each Corporation's total shares is divided between eight 10% certificates and one 20% certificate (nine certificates—100% shares). The exception to this is the Reading Railroad. Its President's Certificate equals 30% of the Corporation. (Section 5)

Track Tiles: Track Tiles are placed on the game map to connect cities. (Section 6)

Track Upgrades: Track upgrades are represented in 1830 by green and brown tiles. As the game progresses and more powerful trains are purchased, a President may "upgrade" the first track tiles (yellow) to green. Green tiles may be "upgraded" to brown tiles. (Section 6)

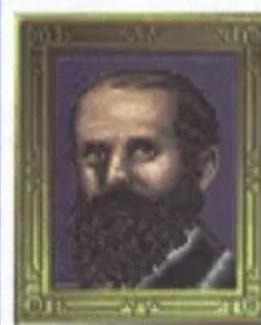
Train: A Train is represented in 1830 by a particular kind of locomotive. Each train has a value which indicates its "type." For example, a "2-Train" is a small locomotive. The "2" is the number of cities the train will run between. (Section 6)

Turn: The term "Turn" represents an individual Baron performing Actions during his portion of a Rotation. During each Rotation, each Baron will have a chance to take a "Turn." (Sections 4 and 5)

White Zone, Stock in the: Stock whose value is in the white portion of the Stock Market is healthy stock (i.e., its value is considered stable). A stock whose value is in the white zone counts toward a Baron's stock LIMIT. (Section 5)

Withhold Earnings: During an Operating Round, a Corporation's President may "withhold" earnings collected by train Routes. This money is placed directly in the Corporate Treasury and can only be used by the Corporation. (Section 6)

Yellow Zone, Stock in the: Stock whose value is in the yellow portion of the Stock Market does not count toward a Baron's limit of stock and Private Companies held. However, a Baron may not hold no more than five certificates of that stock. (Section 5)



JAY GOULD (1836-1892), financier. Gould joined Daniel Drew on the board of Erie Railroad in 1867. During the "Erie War" of 1866-68, Gould provided strategy, Drew supplied cunning, and Fisk contributed impudence. They defied a court order and unloaded 50,000 shares of Erie stock on the market and left New York with 6 million in cash. He bought legislation in Albany, and looted Erie by stock watering, and tried to corner the gold market with Fisk and Drew. Their manipulations brought about the bank panic of Black Friday (Sept. 24, 1869). The public outcry and litigation over the Erie stock issue, Fisk's killing, and the overthrow of "Boss" Tweed in New York led to Gould's ejection from control of the Erie Railroad in 1872.

Using his 25 million dollar fortune, Gould bought large blocks of Union Pacific Railroad and assumed directorship from 1874-1878. Later, Gould bought control of Kansas Pacific then, Denver Pacific, Central Pacific and Missouri Pacific. By threatening to form a new transcontinental railroad to compete with Union Pacific, he forced consolidation with Kansas Pacific at par value. He sold his Kansas Pacific stock and netted ten million. By 1890, Gould owned the Missouri Pacific System, Texas & Pacific, St. Louis Southwestern, International & Great Northern, controlling half of all the rail miles in the southwest. He remained cold and diffident, without friends, caring only for books and gardening.

continued on page 58



12. PLAY EXAMPLE

Below is a play-by-play example of 1830.

I've just bought this game and I'm ready to start some serious power Capitalism. I've "installed" 1830 onto my hard drive and I've read the Quick Start Instructions and the Game Guide. I'm ready!

INITIAL OPTIONS SCREEN

The first thing I must do is move the mouse arrow over the **NEW GAME** button on the Initial Options Screen and click once.



This brings me to the Baron Gallery, where I will set the game play options and select one of the Barons to represent me during play.

BARON GALLERY



The first thing I must do once I arrive in the Baron Gallery is set the game play options located on the bottom of the screen. *This must be done first.*

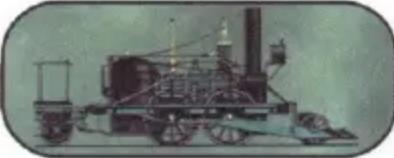
This is my first game, so I'll leave the play level at EASY. (I don't want to give my computer opponents too much of an easy ride.) Next, I must choose the number of computer Barons that will compete against me by clicking the **OPPONENTS** button. I've been told that the most balanced game is played with four Barons, so I'll set the number to three (me + three opponents = four). At this point, I can either go into the Custom Game Options Screen by clicking the **CUSTOMIZE** button, or I can pick a Baron as my representative. By leaving the play level at EASY means the "Unlimited Tiles" Custom Option is automatically in play. I could go into option screen and turn it off, but I won't. The Unlimited Tiles Custom option is recommended for novice 1830 players. So, let's pick a Baron.

Hmm! None of these guys look like me. I don't have sideburns. But, I once heard that Gould cheated his own mother in a real estate deal. Sounds like my kind of Capitalist! I move the mouse arrow over his portrait and click once. This window appears:

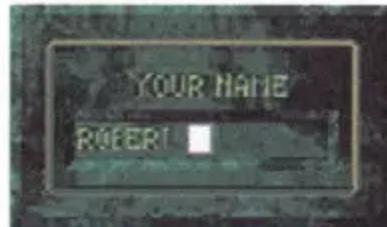


Play Example

1830



Well, I could keep Gould's name for myself by pressing **ENTER**; or, I could **BACKSPACE** over his name and type in mine. Hey! I bought this game, right? I spent my hard earned cash. And what's he got that I don't? Good-by, Mr. Gould! See you at the Bank!



Now, I'll press **ENTER**. It's time to buy some Private Companies.

PRIVATE COMPANY BIDDING SCREEN

The Private Company Bidding Screen opens up and immediately my competition starts placing bids on the Companies. A silver border appears around my portrait and suddenly it's my Turn. What am I suppose to do? What Company should I bid for? Should I bid at all?

Private Companies are small, independently owned freight handlers. They were the precursors to the major Railroad Corporations and have to be bought first. Should I buy? Well, there are a number of reasons why I should. Let's look at my particular game and see what my options are.

Two bids have already been placed: Westinghouse bids \$225 on the Baltimore & Ohio and Huntington bids \$45 on the Champlain & St. Lawrence. *A bid is always \$5 dollars above the Company's list price or the current bid.* I know these are the Companies

Westinghouse bids on B&O

Huntington bids on C&SL



Silver border around Robert's portrait means it's his Turn.

they've bid on because the bid price is shown on the left side of their portraits and its position is relative to the position of the Companies. *These bids are displayed by pressing "B" on your keyboard.* I'm the third Baron in the line. Vanderbilt will bid last and then the bidding will begin again with Westinghouse.

At this point, I have two options: I could buy the Schuylkill Valley outright at its list price of \$20 (because it's the top-most Company), or I could bid on a Company below it. Before I decide, I want to look at the benefits each Company gives me in the game. I click on the **COMPANIES** button and this screen appears:

Play Example



Schuylkill Valley	UNOWNED	
Champlain & St. Lawrence	UNOWNED	DUNNING CORPORATION GETS ONE EXTRA TRACK PLACEMENT ON C&SL HEX.
Delaware & Hudson	UNOWNED	DUNNING CORPORATION MAY PLACE TRACK AND A FREE RAILHEAD ON D&H HEX.
Mohawk & Hudson	UNOWNED	OWNER MAY EXCHANGE MH FOR A SHARE OF NYC, CLOSING THE MH&HD.
Camden & Amboy	UNOWNED	INITIAL PURCHASER RECEIVES A SHARE OF PRR.
Baltimore & Ohio	UNOWNED	INITIAL PURCHASER RECEIVES PRESIDENT'S CERTIFICATE OF B&O. CLOSED UPON B&O'S FIRST TRAIN PURCHASE.

As you can see, the Schuylkill Valley doesn't offer any special benefits to its owner. The others do, like the Camden & Amboy. Its "initial purchaser" receives one share (i.e., one 10% stock certificate) of the Pennsylvania Railroad as soon as the first Stock Round begins. This would be a good Company to own. Not only does it give me a free share of PRR, but it also earns a revenue of \$25 at the beginning of each Operating Round as long as it's open. (That's easy money.) The Mohawk & Hudson is also an interesting Company. Its owner may close the Company in exchange for a share of the New York Central. The NYC is a pretty good railroad to control since it sits right smack-dab in the middle of the New York, New Haven, the Boston & Maine, and the Canadian Pacific. Its growth potential is pretty good. The Baltimore & Ohio (B&O), however, is the Company that appeals to me. Its "initial purchaser" receives the President's Certificate (the 20% share) of the B&O Corporation immediately without further cost. Of course, the B&O Company is closed as soon as the Corporation buys its first train, but who cares? The B&O is a great Corporation to control. Let's look at the game map and I'll explain why.

I return to the Private Company Bidding Screen by pressing **ENTER** and then I click once on the **MAP** button. This screen appears:



The B&O is located in the southern portion of the game map. As you can see, it's close to both the Pennsylvania Railroad (PRR) and the NYNH. This means that its rail lines will eventually become intertwined with these two Corporations. That may be good or bad (depending on the individual success of these Corporations as play progresses). At this point in the game, however, I'm not interested in that. What I'm interested in is how close the B&O is to the large city below it. One Operating Round of laying track and buying trains and I'm already earning revenue. Later in this example, I'll explain all of this in detail. For now, let's go back to the bidding screen. I've decided to go for the B&O. I press **ENTER**, return to the bidding screen, and place a bid on the B&O.

As shown earlier, Westinghouse has already placed a \$225 bid on the B&O. I'm not sure what his intentions are. He may actually want the Company or it might be a clever ruse to jack up the price, so that the actual owner won't have enough money to "float" the B&O on the first Operating Round. Well, let's see.



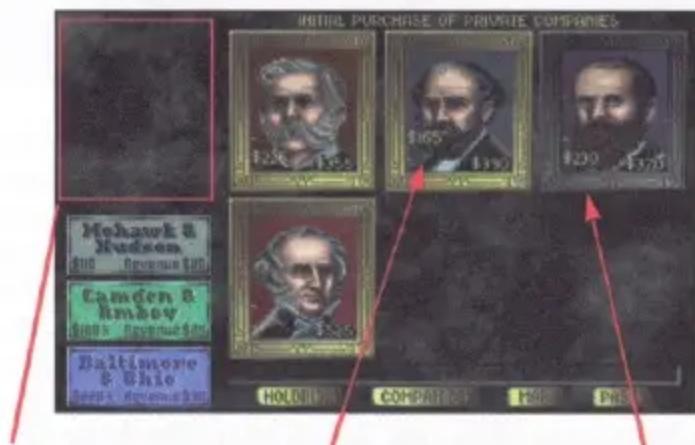
Play Example

1830

I move the mouse arrow over the B&O and click once. A bid of \$230 (\$5 above Westinghouse's bid) appears on the left side of my portrait.

After placing the bid, the Round continued with the Schuylkill Valley going to Westinghouse, C&SL going to Huntington, and the Delaware & Hudson (D&H) going to Vanderbilt. The screen looked like this:

The Bidding Round Continues



The SV, C&SL, and D&H have been acquired.

Huntington placed a bid on Camden & Amboy.

It's Robert's Turn again.

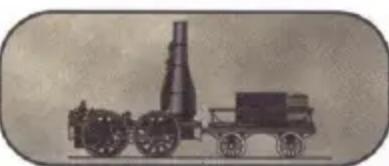
It's my Turn again. Since I've already placed a bid on B&O, I cannot place another on it. Its ownership will be resolved on the Auction Block (because it received more than one bid). I could buy the M&H (it's the top-most Company) or bid on the C&A. (Huntington currently has a bid on the C&A.) It's

tempting, but I think I'll pass. I click the **PASS** button and the Round continues with Vanderbilt, and would you believe it? Vanderbilt placed a bid on B&O for \$235. The rat! Now the asking price for the B&O on the Auction Block will be \$240, since the bid must be \$5 above the last. The Round continued with Westinghouse buying the M&H (it's the top-most Company) and Huntington acquiring the C&A (since he was the only Baron to place a bid on it). The game now suddenly shifts to the Auction Block. The B&O is up for bids.

The Auction Block



The Auctioneer is asking \$240 for the B&O. Thanks, Vanderbilt! I could've used that money somewhere else! Okay, I'll take the bait; besides, the auctioneer is in my pocket! I accept the bid by clicking the **BID** button. I knew it; Vanderbilt wasn't interested in the B&O! He just wanted to take money out of my pocket. Both he and Westinghouse **PASSed**, so the B&O is mine.



Now that I've acquired the B&O Private Company, I must set the per share price (the Par Value) of the Corporation's stock. Usually, the Par Value is set on the Stock Screen when the Baron buys the President's Certificate; but the owner of the B&O immediately receives the President's Certificate. So, I must set it now.

Setting the Par Value



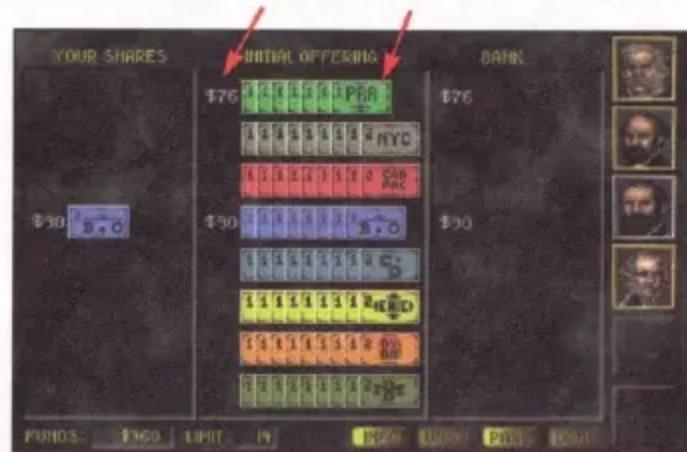
What price am I going to set? I have a number of values to choose from (\$67, \$71, \$76, \$82, \$90, or \$100). I can set the Par Value at any one of these amounts, and all B&O stock purchased from the "Initial Offering" section of the Stock Screen will be made at this price for the rest of the game. So, I'll probably want the price to be as high as possible; but not high enough so that I cannot "float" the Corporation during the first Stock Round. So, I'll set the price at \$90, since setting it at this price will allow me to buy "6 shares" of B&O stock with my Personal Money. Remember, the \$240 I spent acquiring the B&O Private Company will be deducted from my Personal

Money. When the first Stock Round begins, I'm not going to have a lot of cash.

THE FIRST STOCK ROUND

The first Stock Round begins with Huntington taking the first Turn. He buys the President's Certificate of the PRR. This makes sense, since he owns the C&A Private Company. Why would he expend the money and effort to buy the C&A (which gives its owner one share of PRR immediately) and then not continue by trying to buy enough shares in PRR to "float" it. Huntington knows what he's doing!

The Stock Screen. Huntington starts the Round by purchasing the President's Certificate of PRR and sets a Par Value of \$76.



So, I'll follow his lead and buy a share of B&O. I move the mouse arrow over the B&O certificate and click once. The certificate moves over to my holdings area (Your Shares), takes its honorable spot on top of the 20% certificate, and my FUNDS (i.e., Personal Money) are reduced to \$270 to reflect the purchase. My LIMIT is reduced to 13.



Play Example

1830



I click **DONE** and the Round continues with Vanderbilt (who's underneath my portrait).

To make a long story short, the first Stock Round continues with me and the other Barons buying stock in the Corporations we're interested in until we "float" them. The first Stock Round comes to an end. Sixty percent of the stock in the PRR, NYC, B&O, and B&M have been bought, which is enough to "float" those Corporations.

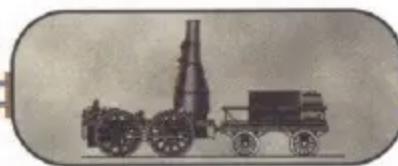
- Westinghouse becomes President of the B&M Corporation.
- Huntington becomes President of the PRR Corporation.
- Vanderbilt becomes President of the NYC Corporation.
- Robert (aka Gould) becomes President of the B&O Corporation.

After buying all the certificates needed to "float" the B&O and become its President, I have \$0 left in my Personal Money (FUNDS). This reflects all the money used to buy the B&O Private Company and stock certificates. My LIMIT number (located next to FUNDS) is now 10. In a 4-Baron game, each Baron may only hold 16 certificates (Private Companies included). Currently, I hold five B&O certificates, plus the B&O Private Company. The other Barons are in the same situation; their Personal Money and certificate limit has been reduced as well. It's now time for the first Operating Round.

THE FIRST OPERATING ROUND

The Operating Round is for the "floated" Railroad Corporations. Their Presidents will conduct their business here and earn their revenues. I'm President of the B&O, and lucky me! I set the highest Par Value for my Corporation than any other President (\$90), so I get to operate first (with \$900 in the Corporate Treasury). Later in the game, the first Corporation to operate will be determined by the value of its stock on the stock market. *The Corporation with the highest valued stock will go first.* Before proceeding, let's look at the Operating Screen:





There's a ton of things displayed here I need to know before deciding the best course of action. At the top of the screen are buttons I can click during my Turn to access vital game information. For example, the first button (**GAME**) opens a window where I can turn the game music on or off, save the game, quit, etc. The "hex grid" and "city values" options displayed on this pop-up window are automatically selected when the first game of *1830* begins. I should leave these alone for now; if I turn them off, the game map will not display the yellow and red numbers (which are vital to play). The **yellow** numbers are the revenue values of those cities. Every time a B&O train is "Routed" through a hex with a yellow number, the Corporation receives that value in revenue. The **red** numbers are the costs for laying track in those hexes. Every time the B&O lays track in a hex with a red number, it will pay that amount. The **gray hexes** are pre-existing track and the **red hexes** are rail lines that connect to off-map areas. The operating buttons on the bottom right-hand side of the screen are used by me during the B&O's operating Turn. Since it's now the B&O's Turn, I will use these buttons now.



To start, I can either **LAY TRACK** or **COLLECT\$**. This is the first Operating Round for the B&O, so it won't earn revenue. Why? Because I can't buy trains until I collect revenue (which means that I can't run a train to *collect* revenue in the same Round I buy it). Since the B&O started without trains, it won't earn revenue this Round. So, I'll lay some track to get the wheels in motion. I click once on the **LAY TRACK** button and these hexes start shimmering:



I can place a track tile in one of the shimmering hexes. Which hex should I choose? Well, let's look the big picture. You'll notice that both hexes have the red number 80. This is the amount of Corporate Money (i.e., Corporate Treasury) in dollars I must spend to place a tile in those hexes. So, I'll have to spend money in either case. If I place a tile in the hex to the right of my Base, I'll immediately connect to the small city on the gray tile, but this won't earn me much money when I start running trains in the next Operating Round. So, the best option for me is to lay a track tile on the large city hex to the south. This connects me with the red tile which runs off the map. The red tile is a Route to an area off the game map. If I run a train into this hex, I'll earn its revenue value. So, I place a track by moving the mouse arrow over the shimmering large city and clicking once:



A yellow tile now appears (yellow tiles are the first available), which connects my Corporation's base to



Play Example

the city and the red hex. I now have a rail line connecting three hexes worth \$80 in revenue ($\$30 + \$20 + \$30 = \80); but before I start earning this revenue, I must buy trains to run the Route. I click on the **ACCEPT** button on the bottom right of the screen.



The **STATION** button is now highlighted and the **LAY TRACK** button is faded. I could place a station in the city hex where I've just laid a tile. Yes, I want to do this, because placing a station there will give the B&O "priority railroad rights" in that city. This allows me to Route trains *through* the hex and keeps rival Corporations (like the PRR) from getting to the red hex. Well, it doesn't completely keep them out, but it will make it very difficult for them to use. The PRR could lay track over the mountains to the west and make a connection, but that's doubtful. I'm sure Huntington (President of the PRR) has other things in mind.

To place a station, I click once on the **STATION** button and the city is highlighted. Now, I move the mouse arrow over the city and click once. A B&O blue station appears in the city and the highlight turns green to show that I've made a placement. I now click **ACCEPT** and the station is set.



The B&O only has two stations to place on the map (*each Corporation has a set amount*). Placing this first station costs the B&O \$40; the next (and its last) will cost \$100.



The **BUY TRAIN** button is now highlighted, and this is what I've been waiting for. Buying trains is where it really begins. A Corporation cannot earn revenue without trains. So, I move the mouse arrow over this button and click once. This window appears:



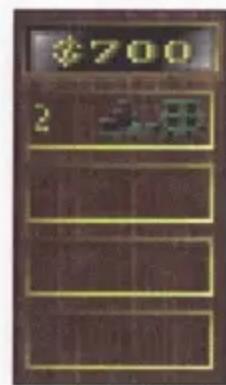
This window is a listing of all the trains available for sale from the Bank. Since this is the first Operating Round (and I'm the first President to operate), the Bank has its full complement of 2-Trains (six total). What's a 2-Train? That's easy: a 2-train is a small locomotive that will run a Route between two cities. (This includes its starting city.) It will earn, for the Corporation, the revenue value of the two cities each time it runs between them. So, if I buy one 2-Train, the B&O can run a train Route between its Base and one city to which it's connected.

To buy a train, I move the mouse arrow over one of the trains and its price appears in the "PRICE" box.





2-Trains are pretty cheap. I click once on the train. Eighty dollars is removed from the B&O Treasury and the train appears in the top box on the right of the screen.



At this point, I could click the **BUY TRAIN** button again and keep buying 2-Trains until I fill up the three empty boxes. *At the start of the game, each Corporation may hold up to four trains; this is reduced later when other train types are introduced.* Well, I'm not interested in buying that many trains. The B&O isn't connected to enough cities to warrant the purchase of four trains.

However, I could do with one more 2-Train in my arsenal, since I'll be able to run two trains immediately on the next Operating Round. I buy one more train and it takes its place in the second train box.

END TURN The **END TURN** button is now highlighted. At this point, the best thing to do is end my Corporation's Turn, since I've bought all the trains I want. But before I do, I want to see where my trains will run in the next Operating Round and how much money they will earn. To do this, I move the mouse arrow over one of my trains and click once. Both trains are highlighted: one in **green**, the other in **blue**. These colors are duplicated on the game map to show which Route the train will run in the next Operating Round.



As you can see, the first 2-Train will run between the B&O Base city and its other station, while the second train will run from the new station into the red hex. In the next Operating Round, the B&O will earn \$100 in revenue from these trains:

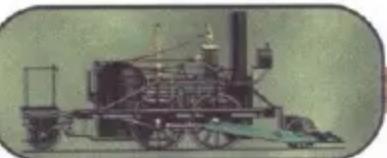
\$30 + \$20 = \$50 (for the green Route)

\$20 + \$30 = \$50 (for the blue Route)

Total Revenue: \$100

One hundred dollars for a "first time" revenue isn't bad. Other Corporations will not earn that much, so the B&O is off to a good start; and I (the Baron) am set to earn big money!

After looking at the Routes, I click anywhere on the game map. This returns me to the main set of options and I click the **END TURN** button to end my Turn. The next Corporation scheduled for operations takes its Turn. At this point, I have to wait until each Corporation takes its Turn. Various information screens will appear as each Corporation finishes operating (like "PRR buys a 2 Train," for example). I move past these messages by pressing **ENTER** on my computer keyboard, or I can sit tight for a few moments and the screens will disappear on their



own. When the last Corporation operates, the game will return to the Stock Screen and the buying (and now selling) of stock certificates will begin again.

THE NEXT STOCK AND OPERATING ROUNDS

Every Baron (including myself) PASSED in the next Stock Round. The next Operating Round opened again with the B&O having the first turn to operate. Basically, I did the same thing: I laid track (**LAY TRACK**) in the other shimmering hex to the east of the B&O Base city; this connected me to a small city. I then collected revenue (**COLLECT\$**). I decided to take the earnings (\$100) and “Pay Out Dividends.” Doing this keeps money out of my Corporation’s Treasury, but gives me \$60 since I own 6 shares (60%) of the B&O stock. *See page 35 for details on dividend payments.* Currently, the B&O has \$540 in its Treasury. That’s plenty of cash to buy more trains and operate for the next couple Operating Rounds. But eventually, I’ll have to make the tough decision to “Withhold Earnings.” As soon as the first 4-Train is purchased, all 2-Trains are *immediately* removed from play. If I don’t have enough money in the Corporate Treasury to buy other trains to cover this loss, I’ll be in big trouble! Oh well, I’ll keep playing and see what happens.

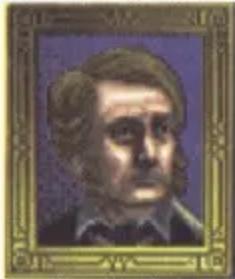
CONCLUSION

Now it’s your turn to play *1830*. To help you get started, try to mimic this example. Granted, the opening bidding and buying of Private Companies and stock certificates may not match. But if you can gain control of the B&O Railroad Corporation, you’ll be able to lay track, place stations and buy trains as shown here and get a good start on playing *1830*.



C. P. HUNTINGTON (1821-1900), railroad magnate and capitalist. In 1860, Huntington got involved with engineer Theodore Judah, Leland Stanford, Mark Hopkins, and Charles Crocker to develop a rail route across the Sierra-Nevada Mountains, forming the Central Pacific Railroad. Huntington borrowed money, purchased material and arranged shipments to the west. Crocker was in charge of the construction, and Stanford was president of the rail line as well as being governor of California from 1862-64, insuring aid from local politicians. The Central Pacific Railroad was ultimately connected to the Union Pacific Railroad on May 10, 1869, completing the trans-continental system. Huntington and his partners made large profits, although the company's books were destroyed. Central Pacific then carved another route from San Francisco to the San Joaquin Valley, then east through El Paso to New Orleans. Routes opened were San Francisco through L.A. to San Diego with the help of a congressional land grant, and other California routes. Many later routes were constructed in the name of the Southern Pacific Railroad (1884), who leased them back to Central Pacific. Southern Pacific became the controlling corporation in the system although Central Pacific continued to roll in the largest profits. Huntington lobbied in Congress from 1870-80 to oppose legislation detrimental to Central Pacific's needs, opposing Thomas Scott, who wanted a rival trans-continental system. Although he survived, litigation over his business practices (the Colton letters), showed an unfavorable view of the ideals and morals of the man.

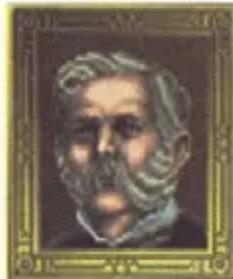
Huntington acquired control of steamship and rail lines, including the Chesapeake & Ohio throughout the 1870s. He accused Leland Stanford in 1890 of using Southern Pacific's influence to aid Stanford's election to the US Senate in 1885. Huntington then took over the presidency of Southern Pacific in 1890.



THOMAS SCOTT (1823-1881), railroad executive. Scott started out in 1852 with the Pennsylvania Railroad and worked his way up to the vice-presidency in 1860. After the start of the Civil War, the Secretary of War, Simon Cameron, brought Scott in to operate the Northern Central Railroad, for the transportation of soldiers and munitions. He was joined by telegraph operator Andrew Carnegie. In 1861, he was commissioned a colonel of the US Volunteers, and, by an act of Congress, appointed Assistant Secretary of War to supervise all government railways and transportation lines. In 1862, the Pennsylvania Railroad leased the Philadelphia and Erie, and between 1868-69 controlled lines from Pittsburgh to Cincinnati, Indianapolis, St. Louis and Chicago. Lines were also acquired from Philadelphia to New York City, and Baltimore and Washington D.C. The Pennsylvania Company was founded in 1870, with Scott as president. Meanwhile, the Union Pacific Railroad (the only trans-continental line) had financial problems, and Scott sought control of it for the Pennsylvania Company. In 1871, Scott was elected president of Union Pacific, succeeding Oakes Ames, retained office until 1872, selling his stock to Jay Gould. In 1874, Scott became president of The Pennsylvania Railroad and consolidated the system. He was also president of the Texas & Pacific Railway Company from 1872-80. Scott was considered handsome, with an astute mind, even disposition, unlimited patience and considerable charm.



Niagara Class (1945)



GEORGE WESTINGHOUSE (1846-1914) inventor & manufacturer. Westinghouse secured patents in 1865 for a rotary steam engine and a car replacer for hoisting derailed freight cars back on track. His main contribution to rail was inventing the air-brake at age 23 (in 1869). From this, he started the Westinghouse Air Brake Company. Twenty additional air brake patents were issued to the company as refinements were added. The air-brake revolutionized the industry; brakes no longer had to be tightened down on each car. This reduced the number of train wrecks, making high speed rail travel safe. Westinghouse also ensured that all air-brake mechanisms be interchangeable and standardized. In the early 1800s, he purchased switch and signal patents and founded the Union Switch & Signal Company (1882). During the 1800s, Westinghouse received more than 125 patents for air-brakes, signals, electric power transmission, natural gas production and control. From 1883-85, he secured 28 patents on refinements for the transmission of natural gas which led to a reduced rate of accidents. In 1885, Westinghouse and William Stanley developed the Stanley "shell-type" transformer and arranged them in a parallel circuit. His most notable company, the Westinghouse Electric Company founded in 1886, produced a high voltage alternating current single-phase system. Other electrical engineers branded the system dangerous and ordinances were passed against it. Westinghouse's opponents even had a Westinghouse alternator purchased as the official method of state execution in Albany, NY. Westinghouse purchased the patent for an AC polyphase system which he refined for both lamps and motors. The first trials of high-tension electricity were conducted by Stanley in 1886 at Great Barrington, MA. Westinghouse Electric Company undertook the development of power at Niagara Falls, using AC current from 1893-1907. When the panic of 1907 put the company in receivership, Westinghouse remained president but his power was greatly reduced.



CORNELIUS VANDERBILT (1794-1877), steamship, railroad promoter and financier. Vanderbilt started a ferry line at the age of 16, and moved into the steamship business in 1818. He founded his own line in 1829, and in 1834, started a rate war against Daniel Drew which ended with Drew selling out his line to Vanderbilt. A millionaire by 1845, his boorish behavior caused him to be shunned by the uptown New York Society. He built mansions, first in Staten Island, then in Manhattan. When the Manhattan mansion was completed, he committed his wife to a private sanitarium for insanity, possibly because of her refusal to move back to New York City. Mrs. Vanderbilt was freed in the spring of 1847 after several months of confinement, and dutifully moved to the new home in Manhattan. Meanwhile, Vanderbilt engineered a canal through Nicaragua in 1850, building docks on both coasts. With his eight new steamships, his route was two days shorter and cheaper than the trip through Panama, enabling him to get the majority of the traffic. During the 1850s he built the Vanderbilt and two other large ships and entered the trans-atlantic trade. Vanderbilt sold this line for 3 million dollars at the start of the Civil War. When he loaned the Vanderbilt to the government, it was interpreted as a "donation."

He bought the New York & Harlem Railroad in 1862 and became its president. Drew plotted against Vanderbilt, sold Harlem stock short, but Vanderbilt bought all shares, exposed fraudulent stock shares and forced a settlement, ruining many of Drew's plotters. Vanderbilt bought the Hudson River Railroad and Drew, still looking for revenge, got legislators to sell short, but again Vanderbilt prevailed. He bought control of New York Central in 1867, joined the two lines in 1869 as the New York Central & Hudson River Railroad and leased the Harlem Railroad to it, spent 2 million on improvements and increased the stock value by 42 million. When he went after control of the Erie in 1868, Drew, with Gould and Fisk, outwitted him by putting 50,000 shares of counterfeit stock on the market, and fleeing a court order with 6 million in cash to New Jersey. Vanderbilt lost millions but was able to recoup (a little) when his adversaries had to compromise with him to be able to return to New York. In 1873, he bought control of the Lake Shore & Michigan Southern Railway and later the Michigan Central Railroad & the Canada Southern Railway. During the 1873 panic, New York Central continued to pay dividends, and Vanderbilt started construction of Grand Central Terminal in New York City. Vanderbilt was a coarse, vulgar, ruthless, yet keen-visioned man whose fortune was estimated at 100 million at the time of his death.



K4 Class (1914)

HISTORICAL REFERENCES

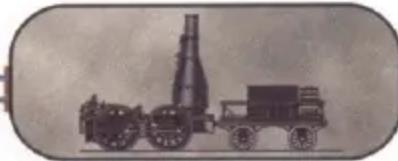
Dictionary of American Biography, The, 1936.
Steam Locomotives. Luciano Greggio. First Edition: The Hamlyn Publishing Group Limited, England, 1980. American Edition: Crescent Books, New York, 1985.

Pop-Up Window Credits

Initial Options Screen photo: The crew poses with Engine No. 210 of the Old Colony Railroad at Taunton, Mass. in 1884.

The “Stock Market Opens” & the “Stock Market is Closed” illustrations are adapted from an engraving from either *Harpers Weekly*, Frank Leslie’s Illustrated Newspaper or “10 Years in Wall Street” by William Worthington Fowler. The illustration depicts Wall Street in 1866. (“*The Scarlet Woman of Wall Street*” by John Steele Gordon, Wiedenfield & Nicolson, NY 1988).

The “Bank Breaks” illustration is based upon a photograph taken in the fall of 1907, during a bank panic, with worried depositors swarming the streets. (“*New York: A Pictoral History*” by Marshall B. Davidson, Scribners, NY 1977).



CREDITS

PROGRAMMING TEAM

Lead Programmer: Russ Williams
Additional Programming: Eric Brown
Art: Steven Ray Austin, Jeff Dee, Patrick Owens, George Purdy
Additional Art: Eric Brown, Russ Williams
Design: Steve Barcia
Music Producer: The Fat Man
Composer: Dave Govett

PRODUCTION TEAM

Production Coordinators: Robert Waters, Jim Rose, Phyllis Opolko
Player Aid Poster: Steve Langmead, Charlie Kibler, Joe Amoral, Robert Waters
Camera Preparation: Lou Velenovsky
Printing Coordination: Joseph Widener
Cover Art: Kurt Miller
Game Documentation: Robert Waters, Russ Williams
Playtest Coordinator: Mike Mead
Printing and Packaging: Monarch Services, Inc.

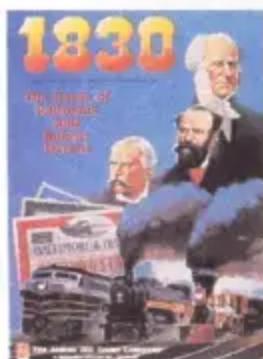
PLAY TESTING TEAM

Evan Axelrad, Ken Burd, Lee Snaples, Vince Richardson, Christian Gates Spies, Donald Greenwood, Ken Whitesell, Walter O’ Horn, Marty Ward, John Bruns, Peter Szymonik, Robert Trotman, Karl Born, Don Gilmore

1830

A FEEDING FRENZY FOR RAILROAD BUFFS!

Two Railroad Boardgames from *Avalon Hill* Accentuate the Social Interaction that Sets Boardgames Apart!

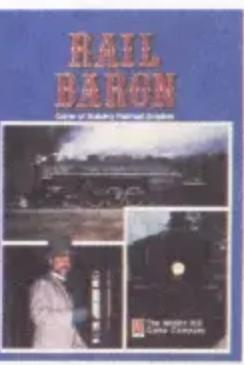


1830: Railroads and Robber Barons

The boardgame version of *1830* captures the drama and excitement of the beginning of railroading! Set in the northeastern US and southern Canada, the object is to create rail lines and become the wealthiest Baron at game end. The play of *1830* involves acquiring stock, laying track, and manipulating control that undercuts the competition. A game of skill and cutthroat tactics for 2 to 6 players! This classic boardgame is strictly for aficionados of ruthless strategy gaming.

(item #869)

RAIL BARON



Less complex than *1830*, *RAIL BARON* captures the strategy of operating a successful rail system. This game provides a huge 16" x 33" map with 28 major rail lines stretching across the entire United States. Play is simple—move your “train” along existing track according to the roll of dice, collecting money and buying rail lines as you go, paying fines whenever you have to use a competitor’s rail system. An excellent game for family play, parties, and groups who enjoy the subtle nuances of face-to-face competition. For 3 to 6 players.

(item #GA295)

Both games available wherever quality games are sold, or you may order direct from:

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road ★ Baltimore, MD ★ 21214
or call 800-254-9200 or FAX 410-254-0991





OTHER GREAT COMPUTER GAMES FROM AVALON HILL!

STALINGRAD

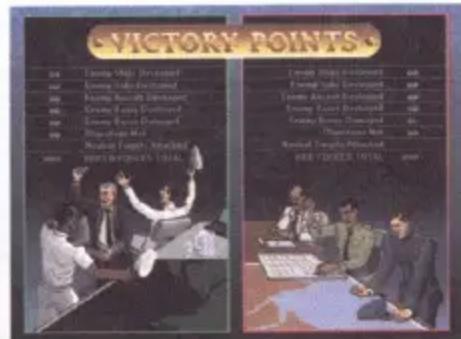


Highlights the epic campaign that ended the German tide of victory in WWII.

PC or MAC (CD or Disk)



5th FLEET



You're in command of US or Soviet naval task forces in the Persian Gulf or Indian Ocean.

PC (CD or Disk)

OPERATION CRUSADER



Take the role of Rommel or Auchinleck in the all-out struggle across North Africa.

PC or MAC (CD or Disk)



KINGMAKER



Step back in time to the War of the Roses and win the throne of England.

PC (Disk only)

FLIGHT COMMANDER 2



Command a squadron of cutting-edge warplanes as they tear into supersonic combat.

PC Windows™ or MAC (CD or Disk)

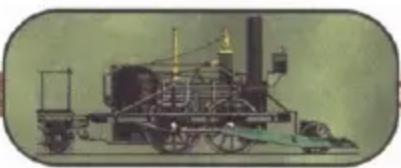


THIRD REICH



Relive the European theater of WWII in this electronic version of the classic boardgame.

PC (CD or Disk)



1830

REPLACEMENT GUARANTEE

The Avalon Hill Game Company will replace any defective diskette free of charge within 30 days of original purchase. Diskettes must be accompanied by proof of purchase.

After 30 days, we will replace defective diskettes for \$12 per disk, providing the original diskettes are sent with the replacement request.

MAIL TO: THE AVALON HILL GAME COMPANY
ATTN: DISK REPLACEMENT
4517 HARFORD ROAD
BALTIMORE, MD 21214

TECHNICAL SUPPORT

If you have a technical problem concerning the operation of our software, please contact our technical support staff. Please be at your computer, if possible, when you call.

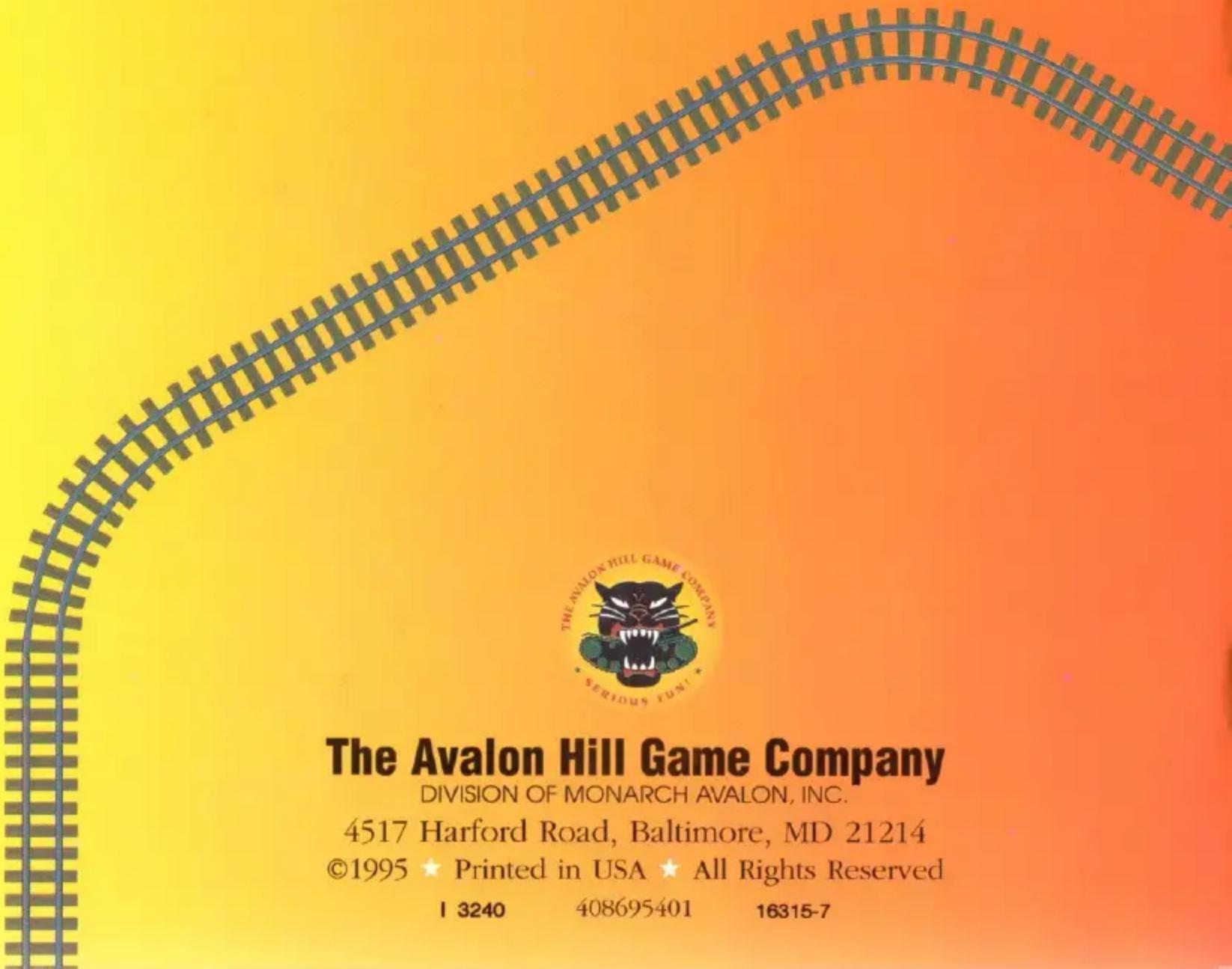
**TECHNICAL SUPPORT 1-410-426-9600
(MONDAY THROUGH FRIDAY 8:30 A.M. - 5:00 P.M. EST)**

If you have a modem and would like to contact us on-line, you can find us ON-LINE at the following services:

CompuServe: You can receive a free introductory membership, \$15 usage credit, and a month's worth of basic services free by calling 1-800-524-3388 and ask for Operator #537. Once you are on-line, type "GO GAMEPUB" and select section C.

GEnie: Sign-up for GEnie can be obtained by calling 1-800-638-9636. There is no charge for the initial sign on. After you are signed up, at the prompt, type "SCORPIA", then change to section 21, AVALON HILL. You can also Email us at AVALON.HILL2

America On-line: AOL introductory subscriptions can be obtained FREE by calling 1-800-827-6364. Five hours of free time are provided with the first month. After you are on-line, go to the computer software section. You can Email us at AH GAMES.



The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road, Baltimore, MD 21214

©1995 ★ Printed in USA ★ All Rights Reserved

I 3240

408695401

16315-7